

EXCLUSIVE! PART ONE OF OUR SIZZLING POKEMON GOLD AND SILVER SOLUTION!

NEW!

GBX

GAME BOY™ XTREME MAGAZINE

HERE AT LAST!

ADVANCE WARNING

We blow the Game Boy Advance wide open with a sizzling feature and top game reviews!

WORLD EXCLUSIVE!

RAYMAN RETURNS

The loveable limbless lush arrives on the Advance, in his greatest adventure yet!

POKÉMON PUZZLE CHALLENGE

Pikachu's perplexing puzzler reviewed!

ON THE VIDEO!

Rayman Advance:

Exclusive footage of the greatest launch game on the Game Boy Advance

Pokémon Gold & Silver:

Exclusive footage from the latest and greatest outing for those pocket monsters.

Pokémon Puzzle Challenge:

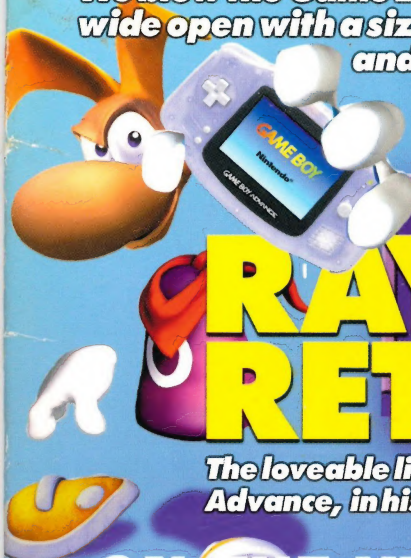
Pikachu takes a night on the tiles with this terrific puzzler!

Merlin:

Find out how to topple the final baddie with our exclusive Top Tip!

PLUS:

We give you the low-down on the Action Replay GBX, the Advance's new cheat cart...



ADVANCE GAMES REVIEWED: MARIO ADVANCE • RAYMAN ADVANCE • F-ZERO: MAXIMUM VELOCITY • KURU KURU KURURIN • MR DRILLER 2 • KONAMI KRAZY RAGERS • AND MORE...

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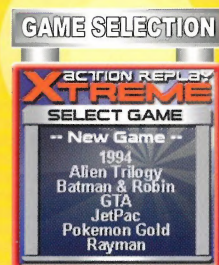
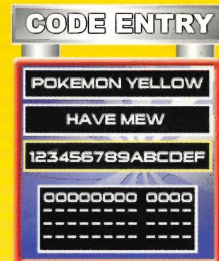
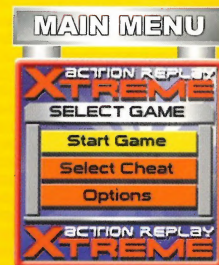
FOR GAME BOY® COLOR
& GAME BOY® POCKET™

With exciting new features, thousands of Pokemon codes and internet capabilities, Action Replay Xtreme™ is the most advanced cheat cartridge available for Game Boy® Color and Pocket™!

As you would expect from a product with Action Replay's™ pedigree, Action Replay Xtreme™ is jam-packed with thousands of cheat codes for the hottest games. Infinite lives, have all weapons, unlimited health...they are all just a button press away.

- Gamers can also use Game Boy® Color's infra-red feature to exchange cheat codes with friends - any time, anywhere.
- A brand new easy-to-use menu system makes Action Replay Xtreme™ a breeze to use. We've also revamped the Code Generator to make creating your own cheats easier than ever before.
- Everything is included to allow you to connect your Game Boy® via any PC to the internet (cable and CD supplied). Now you can exchange cheat codes with other Action Replay™ users all over the world, customize the look of your Action Replay interface by downloading new "skins", and even upgrade your software.
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LOOK 'EM' UP LOAD

The greatest Game Boy magazine ever is here, and it's kickin' ass! Take a look at what we've got in store for you in our premier issue...

16 Mario Advance

The dude in the dungarees is back! No new Nintendo would be complete without a Mario game, and the Advance is no exception. It might not be an all-new game, but this updated classic can still thrill. Read all about the moustachioed maestro's latest claim to fame on Page 16...



Game On! 10

The Game Boy Advance – what a machine! We take an in-depth look at Nintendo's killer console. Avoiding the techno-twaddle and number-crunching, we go for the throat and tell you what you want to know. At last, find out what the Advance can do for you...



Space Invasion 32

A retro blast from the past from Rocket Games' new cut-price collection. Can this new interpretation of one of the oldest videogames of all still thrill? You bet it can! Find out why over on Page 32...



Pokemon Gold & Silver 38 & 56

Excited about the latest adventures of those pocket monsters? You betcha! Check out our reviews on Page 38. Stuck? No problem! You can check out Part One of our complete solution over

on Page 56. Now you can finally catch 'em all...



REGULARS

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Our very own gun girl Sakura brings you all the latest news, views and previews from here and abroad.

Feature: Game On! 10

The Game Boy Advance is the hottest thing to grace the gaming scene since Donkey Kong set his trousers on fire with a burning barrel. We take an in-depth look...

Game Boy Advance Reviews 16

Top games for Nintendo's new marvel machine – and the odd stinker...

Game Boy Color Reviews 30

The most successful console ever goes from strength to strength!

Posters 33

Adorn your walls with really great artwork from your favourite Game Boy games!

The Kit Bag 44

All the latest and greatest gadgets, gizmos and widgets. Some crazy compos too...

A Piece of the Action 46

Want to blast your way through your favourite game with infinite ammo, lives, health and fluffy slippers? Our exclusive cheat codes for the Datel Action Replay Xtreme give you the lot (but maybe not the fluffy slippers).

Letters: Return Fire! 48

Time for you to have your say! Send your merry missives, growly grumbles and ace artwork to GBX.

Subs and Back Issues 50

You like what you see? Get yourself a subscription, and never miss a copy of Game Boy Xtreme magazine.

Action Tips 51

Your very own cut-out-and-keep cheats coupons. Store 'em in your game box along with your cart, and you need never lose another tip.

Solution: Pokemon Gold & Silver 55

A complete walkthrough for the latest monster-catching marvels...

On the Shelves 62

Your complete round-up of all things Game Boy. Want to know what's hot and what's gro? Here's your guide...

Next Month 66

The next issue of GBX goes on sale on 12th July. Read all about it here...

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THE FIRING LINE



Get ready to rumble, 'cos the babe with the bazooka's here! Game Boy Xtreme's roving hotshot Sakura brings you right up to speed with all the latest news and previews...

SAKURA SAYZ

Hiya comrades.

Congrats on getting' hold of the most kickin' mag ever to hit the Game Boy scene. It's kinda' kewl, and I should know. Sakura's the name, and I'm the gung-ho leader of the GBX team!

We've got some happenin' features for ya. This month

there's a sizzlin' six-page look at the Game Boy Advance – the machine, the games, the guts, the glory. You'll kinda' like it. We've got some top GBA reviews and previews too, and all the greatest gadgets from around the world. Throw in our t'riff tips, crazy coupons and corkin' codes, and you've got the best Game Boy mag in the known universe! And that's not all! Every ish we give ya a stormin' episode of our very own TV show. Action GBX offers loads more news, reviews, previews and compos, but

on video. Now ya can see the games in action instead of just lookin' at still pictures! Well that's about all for now – I'll detain ya no further. I'm off on a top-secret mission on the other side of the Alpha Quadrant, but I'll be back in time for next month's GBX. Write and tell me what ya think of this ish – the best letters will win a prize. But for now, ya friendly neighbourhood laser lady's signin' off...

Sakura

SNOOPY TENNIS

COLOR PREVIEW

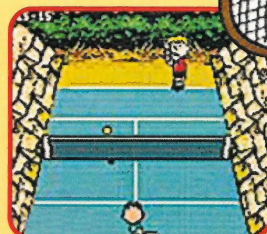
The Peanuts pooch takes to the court...

Hot on the heels of Mario's marvel comes *Snoopy Tennis*, a ball-and-racquet offering featuring several court types, numerous Peanuts players and the usual Single Match and Tournament Modes. So far so good – that's exactly what you'd expect. But what does

Snoopy Tennis offer that's new? For a start, there's four hidden characters to unveil (Schroeder, Sally, Franklin and Peppermint Patty, if you're interested), as well as four hidden courts. There's also a Fun Mode where you have



to keep the ball in play, gathering power-ups that give you a huge shot or hinder your opponent. But is it better than *Mario Tennis*? We'll let you know closer to its October release date...



NAMCO MUSEUM

ADVANCE PREVIEW

Gaming from out of the ark?

Why is it whenever a new console hits the streets, someone puts out a

compilation of games so old they could have been released on its predecessor?



There's nothing wrong with the four titles on the Advance's *Namco Museum*, but there's nothing that couldn't be done on the Game Boy Color either.

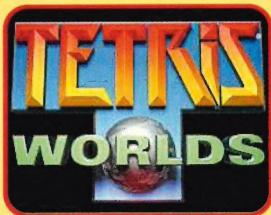
The games you get are *Ms Pac-Man*, *Dig Dug*, *Galaga* and *Pole Position*. Every one of them is an Eighties classic, but the Advance is capable of more.

TETRIS WORLDS

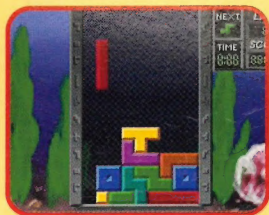
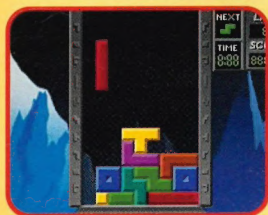
ADVANCE PREVIEW

The Russian classic comes to the Advance...

Tetris is the world's best-selling game, chalking up sales of over 50 million in the least ten years across umpteen computers and consoles. Now it's being brought to the Advance, courtesy of THQ. *Tetris* has come a long way since it was sold with the original black and white Game Boy. The one-player game in *Tetris Worlds* includes seven modes of play, spread across seven different worlds. Up to four players can compete in



multiplayer mode, and cinematics involving game characters and evolving backgrounds encourage you to complete levels. Judging by the screenshots, the graphical power of the Advance has been put to good use on the backdrops, but the game area is kept simple, which is exactly how it should be. Over-complex in-game graphics would be irritating. We're expecting this one in Autumn, and can hardly wait.



KIRBY TILT 'N' TUMBLE

Tipping the tables with tilt technology...

Remember Kirby, the cunning cutie whose dreamland doings were immortalised in an earlier outing? Well, he's back, starring in a game with a difference!

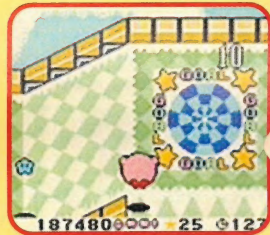
Believe it or not, in *Kirby Tilt 'n' Tumble* you guide the geezer through a plethora of puzzle-filled perils without even using the D-pad. How? Hypnotise him? Use thought transference? Boot him up the backside with a pair of size nine Doc Martins? Nope, not even close. You tilt your Game Boy.

Imagine rolling a marble around on a dinner tray by tilting the tray forwards and backwards. That's how the game works. Thanks to brand-new tilting technology stored in the cart, the Game Boy knows when it's being tilted. The sensors are analogue, which means they also know



how far you're tilting - tip the GBC slightly to the left and Kirby rolls left very slowly. A steeper tilt makes him roll much faster, and if you jerk it quickly upwards, he jumps. Wow!

Nintendo promises *Kirby Tilt 'n' Tumble* is more than just a novelty, and in fact offers great gameplay based around some excellently designed levels. No UK release date has been set, but the game's already out in America, so it shouldn't be long before us Brits can test this claim.



POKEMON BANNED IN SAUDI ARABIA

Pokémon and all Pokémon-related goodies, including games, trading cards and cartoons, have been banned in Saudi Arabia for allegedly violating the Muslim religion. The country's highest religious authority issued a Fatwa (religious ruling) claiming that Pokémon features non-Islamic religious symbols including the Star of David and Christian crosses. Nintendo denies religious symbols are used on Pokémons, however, and the Saudi claim that they've 'possessed the minds of children, promote Zionism and involve gambling' seems ridiculous.



WEAKEST LINK COMING TO GAME BOY



Activision has scooped the rights to develop games based on the popular TV quiz show, *The Weakest Link*. Versions for the Game Boy Color and the Game Boy Advance are planned. The TV show is famous for host Anne Robinson's acid put-downs and ill-mannered insults targeted at contestants who get the questions wrong. Soon you too can be insulted by the flame-haired terror, but without several million viewers watching. If the range of questions is good, and not too USA-centred, *The Weakest Link* could prove an interesting game.

FAAAALL IN!

So who are Sakura's fearsome footsoldiers who make up the GBX team? Let's take a look...



JOHN HAGERTY

John is the typical example of what you get when you cross David Beckham with Michael Schumacher. As a massive racing and footy fan, he's cursed with a single small ball and a short circuit, so he's always seeing red and often ends up in the pits.



OLIVER LAN

From RPGs to Puzzlers, Oli enjoys most types of game, but we all know he secretly finds there's nothing more satisfying than beating someone's head into the ground every now and then. We, and his local community, just wish he could understand the difference between gaming and reality. Sigh!



JAMIE WILKS

Jamie is our resident extremist, who likes nothing better than fast-paced action titles and beat-'em-ups. Known as 'woofier' to his mates, he was recently discharged from hospital after mistakenly thinking base jumping involved introducing his private parts to a powerful speaker system. Ouch!



SIMON BRADLEY

With over 20 years' experience as a games player, from shoveling spare change into *Space Invaders* machines to paying three-figure quarterly bills for online gaming, you'd think Simon would be good at it by now. All this really says about him is he's bordering on wrinkly and gets paid far too much.

CHANNEL MASTER

You can do more than play games on your GBA. With Interact's forthcoming *Channel Master*, you can also watch television! Taking advantage of the Advance's state-of-the-art audio and video capabilities, the *Channel Master* lets you watch your favorite shows or sports anywhere, anytime! Now we just need someone to invent a portable Advance-compatible video recorder so you can watch Action GBX on the move too... The *Channel Master* costs £49.99, and should hit the stores some time in the summer.



POWER PAKS

There's a trio of *Power Paks* on the way for the Game Boy Advance, and they're all from Interact.

The basic *Power Pak* costs £14.99, and provides juice for 15 hours' gaming. The *Power Pak EX* lasts 20 hours and costs £19.99. Finally, there's the *Power Rumble FX* for £24.99. It not only lasts for 20 hours before it needs recharging, but also includes speakers and rumble technology. They're rechargeable, of course, and the adapter for recharging comes with the Paks.



POKEMON ADVANCE

Pikachu's pals lead next year's Advance line-up

It was bound to happen. It's taken Nintendo a long time to tell us about it, but we all knew our Pokémon pals would hit the Game Boy Advance, and soon. And they will. *Pokémon Advance* is set to hit the streets in 2002. Not very much is known about the game, though it's set in a completely new Pokémon world and features a new trainer. Three new Pokémon have also been unveiled (pictured here), but there's sure to be more fresh fiends to catch when the game's finally released. *Pokémon Advance* takes advantage of a new peripheral called the E-Card Reader. This is a device used to scan a bar code or similar information-carrying device. These codes will be found on special e-cards sold alongside traditional Pokémon trading cards, and scanning them



into your Advance gives you an electronic presentation based around the Pokémon in question. Whether this is stored on the Pokémon Advance cart and unlocked with the card code or is a separate thing entirely remains to be seen.

JEDI POWER BATTLES

The Force comes to the Advance...

Recent *Star Wars* games have been of mixed quality on the Boy. *Racer* was cool, *Obi-Wan* reasonable and *Yoda Stories* dire. The saga's Advance debut, *Jedi Power Battles*, takes The Force a step further on the handheld, but whether it shines remains to be seen. Featuring three playable characters (Qui-Gon Jinn, Obi-Wan



Kenobi and Mace Windu), you battle your way through intergalactic locales like Tatooine and Naboo as you aim to topple the Trade Federation's invading army. Learning new moves as you go, by the time you meet the dreaded Darth Maul in single combat, you should truly be a master of The Force.

On the Dreamcast and PlayStation, *Jedi Power Battles* was only average. Even so, the Advance seems a more suitable home for its style of play. There's no reason why it shouldn't sizzle.

THQ RALLY ROUND AND BOX CLEVER

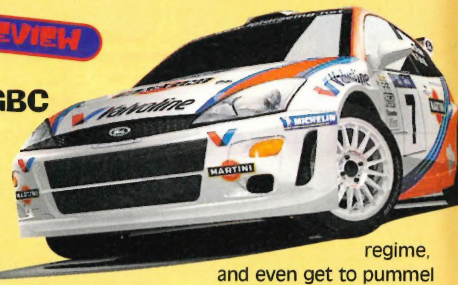
Colin McRae Rally and Prince Naseem Boxing for GBC

THQ has announced two hot games for the Game Boy Color. *Colin McRae Rally* and *Prince Naseem Boxing* are both top games on other consoles, and there's no reason why they shouldn't be just as cool on the handheld. *Colin McRae Rally* lets you drive top rally cars in realistic racing and weather conditions. You can unlock over 25 tracks in six different countries,



repair and modify your car when it takes a knock and race against your pals in two-player link-up mode. Judging by the screenshots, it's based on the engine THQ used for *TOCA*. As that's the greatest Game Boy racer of all time, this is excellent

news. Also excellent news is the imminent arrival of The Prince on the Color. He may have lost his titles, but he's lost none of his punching power in this lightning slugfest that lets you fight as him or against him. You can duke it out with 16 world champions in a knockout tourney with no weight restrictions – can you become the best boxer of all time? You improve your fighter by planning and executing your training



and even get to pummel a pal over a link-up cable. *Prince Naseem Boxing* is slated for a July release, but might slip. *Colin McRae* gets into gear in August.



POKEMON CRYSTAL

Another chance to catch 'em all...

It's already out in Japan and it's expected over here in late Summer-early Autumn. It's *Pokémon Crystal*, and it looks set to take the charts by storm.

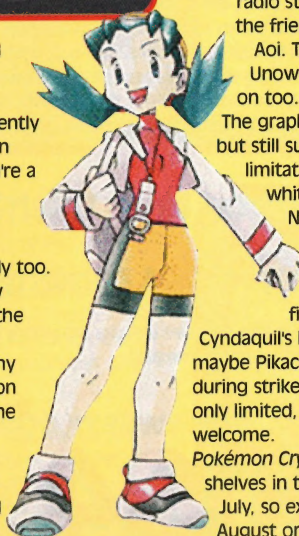
Pokémon Crystal is basically a Special Edition version of *Pokémon Gold/Silver*. In a nutshell, it does for the last two Pokémon games what *Yellow* did for the first two, ie. not much other than make a few welcome improvements and polishes. Alas, its biggest new feature is compatibility with Nintendo's Japan-only Game Boy mobile phone adapter, a device which will never see the light of day over here and on which we'll waste no more time. So what does



Pokémon Crystal do for UK gamers which *Gold* and *Silver* didn't? Well for starters, there's a new trainer available, and she's a girl! For the first time, Pokémon Masters can choose to be Pokémon Mistresses instead. We've yet to learn her name, but as soon as it's revealed, we'll let you know.



The map and menu screens are drawn differently depending on whether you're a boy or a girl, and their equipment differs slightly too. Another new character is the shifty, untrustworthy Minaki. He's on the trail of the Legendary Pokémon Suicune, but is he a friend or foe? Only

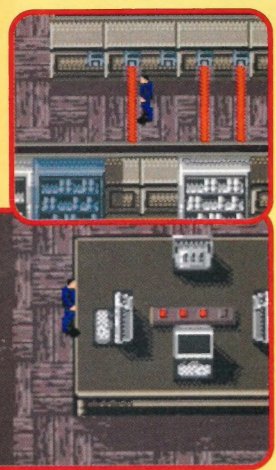


time will tell, but maybe you'll get a clue from the brand-new radio station, DJ'ed by the friendly female Hello Aoi. The secrets of the Unown are expanded on too. The graphics are improved, but still suffer the limitations of black and white compatibility. Now some of the battling monsters are animated during fights, with Cyndaquil's back firing up and maybe Pikachu sparking during strikes. The animation is only limited, but nonetheless welcome. *Pokémon Crystal* hits the shelves in the US on 30th July, so expect it here in August or September.

THE WORLD IS NOT ENOUGH

EA promise the world, and their word is their Bond...

Bond's back in an all-out action-packed interpretation of the hit movie *The World is Not Enough*. Featuring seven levels set in locations such as a Russian sub and on London's streets, you (as 007, natch) have over 15 of Q's quirky gadgets to help you see off the foes. Look out for electro-



proof boots that stop the wearer getting shocks (surely any old pair of wellies would do?). Hopefully there'll be some interesting ones as well. You can transfer character data between the GBC and the N64 versions of the game using the Transfer Pak. Traits and bonuses earned in the GBC game can then be used in the N64's multiplayer offering. Sounds great - we'll find out for sure this Autumn.

F-14 TOMCAT

I feel the need, the need for speed...



There's been some really cool air combat sims on the Game Boy, and the tradition is set to continue on the Advance.



Majesco's forthcoming *F-14 Tomcat* straps the player into the seat of one of the world's most advanced fighters, equipped with a 20mm cannon and a deadly array of air-to-air and air-to-ground missiles. Missions take place in day or night, and unlike cissy sims where you start and finish in the air, here you have to take off and land too. Some missions also call for mid-air refuelling. Best of all, up to four pilots can duke it out in a multiplayer dogfight, though whether you need more than one copy of the game to do this is not yet known.

SHARKLIGHT



While GBC worm lights can be used on the Advance, they're far from ideal. You have to twist the stand around to stop it illuminating the back of your hands instead of the screen, and it's pretty dim when used on the GBA. That's where Interact's *Sharklight* comes in handy. The first ever worm light for the Advance, this £9.99 device lets you play in poor light, or even in the dark, and it's flexible enough to let you bend it so you don't get a horrible glare on the glass.

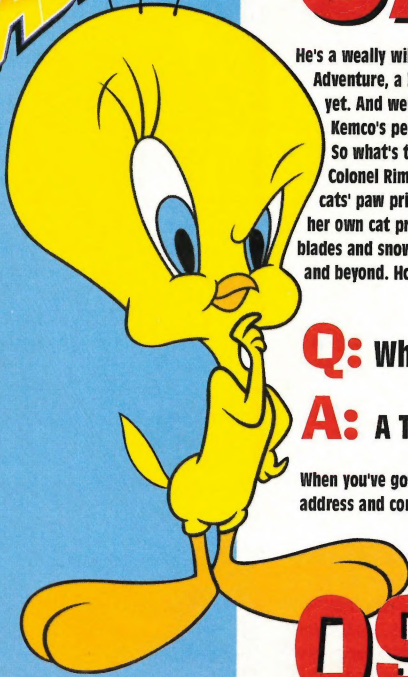
CAPCOM STORM THE GAME BOY

Capcom are to storm the Game Boy Color and the Game Boy Advance with a brace of games this year. The Color is to get four titles that were previously only available in the States. Coin-op conversions *1942*, *Dragon's Lair* and *Ghosts 'n' Goblins* are joined by the ever-popular (in Japan anyway) *Mega Man Xtreme*. On the Advance we can look forward to *Final Fight One*, *Street Fighter II Turbo Revival* and two *Breath of Fire* games. The Game Boy Color titles hit the shelves in early July, so expect reviews next issue. The Advance games will follow later in the year.



TWEETY'S HIGH-FLYING ADVENTURE

I THAWT I THAW A CARTOON FILM...



He's a weally wild wascal, that wittle canawy, and Tweety's High-Flying Adventure, a hilarious full-length cartoon film, is his funniest adventure yet. And we've got eight of them to give away, along with eight copies of Kemco's perplexing platform game of the same name.

So what's the score with this movie? It all started when granny bet Colonel Rimfire that Tweety could travel around the globe and collect 80 cats' paw prints in 80 days. Instead of telling the old goat to go collect her own cat prints, Tweety rises to the occasion and hang-glides, roller-blades and snowboards his way from London through Africa, the Himalayas and beyond. Hot on his little yellow heels, of course, is that cunning cat

Sylvester. He could've stayed in London and chased easier birds, of course, but they could hardly make a cartoon movie without him...

It's not all Tweety, though. On his travels he meets a host of Warner Bros cartoon critters, including Daffy Duck, Marvin the Martian, Tazmanian Devil and even the cunning carrot-cruncher Bugs Bunny. It's a Looney Tunes extravaganza, and when you've finished watching, you can grab your Game Boy and act out the action yourself with the colourful cartoon caper Tweety's High-Flying Adventure, a platform romp which closely follows the plot of the film.

So how do you win this sizzling prize package? Just answer this simple question...

Q: What sort of bird is Tweety? Is it:

A: A Turkey **B:** A Pterodactyl **C:** A Canary

When you've got the answer, phone our exclusive competition line and leave your name, address and correct answer when prompted.



Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and closes at midnight on Sunday, 1st July 2001. The editor's decision is final and no correspondence will be entered into.

GBX TWEETY COMPETITION LINE

09064 701721

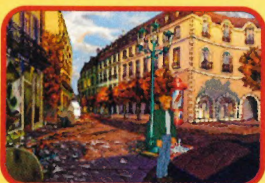
BROKEN SWORD: SHADOW OF THE TEMPLAR

ADVANCE PREVIEW

The classic adventure series comes to the Advance



When it comes to adventure games, Revolution Software has an incredible pedigree. Head honcho Charles Cecil has been writing adventures for 20 years, starting with *Ship of Doom* on the ZX81, and since founding the Revolution team has been responsible for some of the most successful graphic



adventures ever made. And now he's bringing his most successful saga to the Game Boy Advance! The original *Broken Sword* game, *Shadow of the Templar*, hits the shelves this Christmas.

The game uses a point-and-click interface. You drag an arrow around a screen, looking for relevant details. Highlight



objects and combine them with others to solve puzzles. For example, you might get a bucket and then click on a tap to fill it with water, then click on a fire to put it out with the water. It's a game that taxes the mind not the reflexes, and if you're to unravel the centuries-old conspiracy that threatens to engulf the entire world, you'll need all your wits about you. With any luck, further *Broken Sword* games will follow the first offering.

SONIC ADVANCE

ADVANCE PREVIEW

The spiky one rolls onto the GBA...

Sonic's ten years old this year, but he's still as fresh as the day he hit the Mega Drive with his first ring-gathering, Robotnik-roasting spin-athon. Previously only seen on Sega machines, the blue-spiked somersaulting sensation is heading for the Advance in Japan in September, with a UK release to follow in time for Christmas.

Next to nothing is known about the game at the moment. Whether it's an original

outing or a conversion of the Mega Drive original is unknown, but it seems likely it will be loosely based on the latter-day Sonic games rather than the original. And with that, we'll stop speculating...





OVERSEAS NEWS

Wanna' know what's happenin' on the international Game Boy scene? We send Sakura, our very own woman of the world, to check out some of the latest import games...

When you're as well traveled as me, you get to see a lotta' games. I kinda' like it, touring the world checking out what's flash and what's trash. This month's batch is a real mixed bag, so before ya check out the local import emporium, best check out these reviews. Ya could save yourself some serious cash... First things first. Don't even THINK of buying **Silent Hill** on the Game Boy Advance. This ain't the action adventure that chilled the blood and thrilled the mind on the PSX. Nope, it's screen after screen of text, laid over stills from the PlayStation's cut scenes, with the occasional multiple

choice-type decision to make as ya go. Remember those 'choose your own adventure' books that were all the rage a few years back? It's just like that. To be honest with ya, I doubt it'd be very exciting in English, and in Japanese, it's unplayable. Literally. So don't bother.

Napoleon, also on the Advance, is a different kettle of kippers entirely. It's exactly the sorta' game the Advance needs. You play a General on horseback, riding around giving orders to your troops. In your quest to conquer your opponent's base, you also have to manage your money, buying troops and weapons. It's kinda' like Command &

Conquer, but set 200 years ago. Thanks to its kewl interface and instinctive controls, you can get much further into the Jap version than you'd expect, but it's still a chore. Best wait for the Brit version of this happenin' title.

On the Ball

No surprises that **Powerpro Baseball**'s one of the first Advance games over here. But does it work over here? The super-deformed stars are kinda' cute, and the game's got some sizzling features. Experienced batters have a bigger 'hit' cursor than junior pros, making it easier for the player to swat the ball for a home run. It's also got some in-depth role-play sections that are blasted impossible unless you speak de lingo. **Powerpro Baseball**'s unlikely to be released over here, but America? Ya never know... Last and possibly least on the Advance front is a weird management sim that could only come outta' Japan. **I am an Air Traffic Controller** is just the job for those who wanna' try their hand at keeping the skies safe for civvie flyers. There are four Japanese airports to tackle, each with a challenge of its own. Ya gotta' keep the tarmac clear of snow in New Chitose, for example, and Tokyo International caters for nite flites. Doubt you're licking

ya lips at the thought of an English-language edition, but if ya like strategy management simulations, this could be a cerebral success. One game which needs no guesswork on the menu screens is **Mia Hamm Soccer Shootout**, on the Game Boy Color. It's footie fun all the way, with the captain of the American women's team taking centre stage (or circle). It's arcade action that's on offer here,

with one button to pass, the other to shoot and no fancy-pants tricks like flying headers and bicycle kicks. It's fast and sharp (good lookin' too), but after a few plays cheesy tactics emerge. The refs blind too. Well that's ya lot for this month. I'm off to the States, so stay tuned next ish - I'll be bringing back ace Advance and corking Color carts...

Sakura

I AM AN AIR TRAFFIC CONTROLLER ADVANCE

POWERPRO BASEBALL ADVANCE

NAPOLEON ADVANCE

MIA HAMM SOCCER SHOOTOUT COLOR

SILENT HILL ADVANCE



G

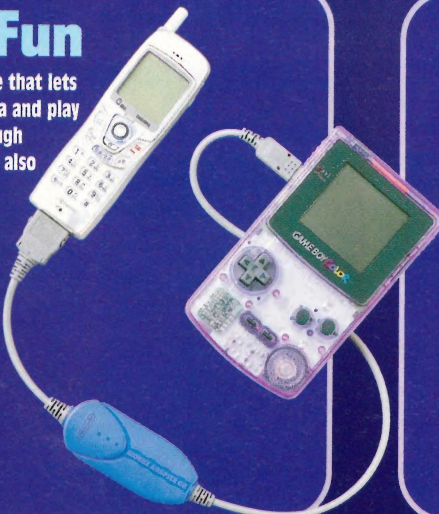
Colour Co-ordination



The colour schemes for the launch are white, purple and a transparent blue effort. No doubt more will be added with time. Japan and America already have see-through pink models...

Phone Fun

In Japan there's a device that lets you download game data and play multiplayer games through mobile phones. This will also work with the Advance. However, it's tailored to the Japanese phone system called i-mode which isn't common at all here. The chances of it coming out in the UK are slim.



Backwards-Compatible?

The Game Boy Advance is 100% backwards-compatible. In other words, it will play all your old Game Boy and Game Boy Color carts perfectly well. They look a little ugly, though – the Advance carts are smaller, meaning older Game Boy cartridges stick out of the top of the machine. But what the hey – they work...





Hands On

As well as being a cool console in its own right, the Game Boy Advance operates as a hand controller for the forthcoming Nintendo Game Cube. This way the gamer has a screen in his joypad, separate from the main one. This opens up interesting possibilities. In an American football game, you could pick your plays without anyone else seeing. In an RPG you could use the Advance as an inventory screen while the action plays out on the TV. Soccer fans could see their team list displayed on the Advance, offering info on who's playing well and who's getting tired – make that substitution now. Could be a whole new ball game...



GAME ON!!

As the Game Boy Advance explodes onto the handheld scene, we take a look at Nintendo's new killer console...

Can you handle it? Have you got what it takes to take on the Game Boy Advance, successor to the most successful games console ever? After all the waiting,

all the rumours and all the downright lies, the Game Boy Advance hits the shelves in good ol' Blighty on 22nd June, and the GBX team can hardly wait. The 32-bit wonder machine came out in Japan on 21st March, and we snapped one up so we could tell you all about it. It wasn't easy – the queues were tremendous, and the machine damned-near sold out on Day One despite there being virtually no hype from the big 'N', but we got it. With no saturation advertising, no celebrity endorsements and no 90-foot inflatable Mario flying over Tokyo dropping leaflets on bemused shoppers, Nintendo let the new machine sell on its merits, and sell it did.

Horizontal Handling

So what are its merits? Let's start at the beginning. The

Advance feels just right in the hands. Make no mistake – many handhelds have got this wrong, from the too-chunky Atari Lynx to the stupidly-large Game Gear. Not every portable console is as user-friendly as the Game Boy and its successors. The Advance feels good, looks good and IS good. Unlike the Game Boy Color, the Advance is held horizontally. It's only a fraction larger than its illustrious predecessor (it fits most GBC carry cases) and a mere two grams heavier, but they've crammed an incredible amount of kit into its small body. The screen is larger than its predecessor's. Measured corner to corner, the Advance has a three-inch screen, whereas the Color's is only two-and-a-quarter inches across. Once again, it's not backlit. Yep, just like the Color, the Advance is awkward in bad light and

Stretch to Fit...

The Advance's screen is wider than the Game Boy Color's. When playing a GBC game on the new machine, you can play in Normal Mode, which leaves a black border either side of the action, or Stretched Mode which widens the game screen to fit the Advance. You can flick between modes at any time, using the shoulder buttons.



impossible to play in the dark, but the trade-off is the battery life. The reason backlit handhelds like the Sega Game Gear and the Atari Lynx never took off is they took six batteries at a time and drained them flat in a couple of hours. What's the point in being able to take them anywhere if they kept conking out half way through your game? The

Game Boy Color, which isn't backlit, takes only two batteries which last ten hours. The Advance actually improves on this, stretching those same two batteries for 15 hours of great gaming. Wowzers! If you have a worm light, it fits on the Advance, albeit upside down – unless you bend the stand around, you find your light shining on the battery pack



Sneak Look?

PC owners could play Game Boy Advance games before the machine even arrived in Japan! How? By downloading one of the emulators that had already found their way onto the Internet! An emulator is a program that allows one machine to ape the functions of another. Using the Advance emulator, you can play Advance games on your PC, but obviously not through the cartridges (where would you put 'em?). Instead you use ROMs, which are game files taken from the cartridges, stored on computers and exchanged on the Internet. At the time of writing no official games have made it illegally onto the Internet as ROMs, but you can check out some interesting demos which show off the capabilities of the new machine.



rather than the screen! Because of the reduced power consumption, a GBC light plugged into a GBA is noticeably dimmer. Best wait for the dedicated Advance lights which hit the shelves soon after the machine's launch.

Dim Doings

While the lack of a backlight is ultimately a good thing, it has caused one significant problem with the first batch of games in Japan. Because they were developed alongside the machine itself, the programmers (working with special programming tools on a PC) rarely got to see their games on the small screen. Thus some of them are a little too dark - they

looked fine on a computer monitor while being programmed, but transferred to the cart and played on an Advance, they look decidedly dingy. Still, this doesn't affect every game, and when they're translated into English for the British and American releases, they might get brightened up anyway. Fans of the import games scene will be pleased to know the panic's over - the Game Boy Advance has no regional lock-out. In a nutshell, this means you can play any Advance game on any Advance. It doesn't matter if your machine's British and your cart's Japanese, or whatever.

You

Toe to Toe...

So how does the Game Boy Advance compare to the good old Game Boy Color? Check out this chart and see just what makes Nintendo's new marvel machine so darned good.



	Game Boy Advance	Game Boy Color
CPU	32-Bit ARM with embedded memory	8-bit Z80
Screen	2.9" TFT reflective screen 240x160 resolution 40.8mm x 61.2mm screen size 32,768 possible colors 511 simultaneous colors in character mode 32,768 simultaneous colors in bitmap mode 32,000 possible colors	160x140 resolution 56 simultaneous colors
Size (mm)	82mm tall, 144.5mm wide, 24.5mm thick	75mm wide, 133mm tall, 27mm thick
Weight	140g	138g
Power	2 AA batteries	2 AA batteries
Battery Life	15 hours	10 hours
Software	Game Boy and Game Boy Color compatible	Game Boy compatible

can still play the game without forking out for expensive conversion cartridges. Not being able to read the on-screen text can be a problem, though. Check out our Overseas News section on Page Nine for some of the latest happening games from the US and Japan.

Back to the Future?

So what about the good ol' Game Boy Color? Is this the end of the line for the machine first launched (albeit in black and white) way back in 1988? NO WAY! The Advance is fully backwards-compatible. This means EVERY Game Boy and Game Boy Color game ever sold will work on the Advance too, though a handful of obscure unofficial games in Japan suffer sound problems. Why would developers abandon such a successful system? Game Boy fans who don't upgrade immediately will continue to buy and play GBC games while waiting, safe in the knowledge that when they splash out on the new machine, they'll still be able to play all their old titles. Make no mistake - one day the Advance will replace the Color in the same way the Color replaced the black-and-white Game Boy, but the transition will not happen overnight. If further proof is needed, check out the PlayStation scene. Most consoles kill off their predecessors almost instantly. That's what happened to the Master System when the Mega Drive

was released. The Mega Drive didn't last long after the Saturn hit the shelves, and the Dreamcast would have killed the Saturn with similar ruthless efficiency had it not been dead already by then. The PS2, however, did NOT kill the original PlayStation. Instead, the two machines

share shelf space, with plenty of games still being released for the older console. Why? 'Cos the PS2 is backwards-compatible. Stands to reason...

Ian Osborne

Peripheral Vision

Interact already has several GBA peripherals in the pipeline. There are three types of light, like those sold for the Game Boy Color, allowing gamers to play in the shade. FaceMasks offer a change of colour for the Advance, a bit like the snap-on covers you can get for mobile phones, and there's the GameGuard, a rubber casing that protects your machine if you drop it. Storage wallets and travel packs are also planned.

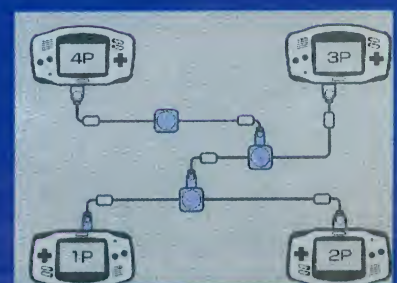
Needless to say, Datel Electronics is beavering away on the Action Replay Advanced, the next-gen version of the popular Action Replay Xtreme cheat cartridge. The version pictured here is a prototype, but the final model will look very similar.



Multiplayer Madness

Using a special link cable, up to four people can compete in GBA multiplayer games. The cable links two Game Boy Advances, with a third connecting to the square block in the middle of the lead. A fourth Advance can link to Player Three's lead for a real four-player frenzy. Best of all, you don't need four copies of the game to play. Only one cart is needed. Alas, some games only allow cut-down versions of the multiplayer experience if not all competitors have a cart, eg. F-Zero blocks access to most of the tracks.

There are some potential killer multiplayer games on the way. Mario Kart is bound to be a blast with your buddies, and there's Activision's Doom and Crawford Interactive's yet-unnamed first-person blaster - can you imagine a four-player deathmatch where no one can see anyone else's screen? Perhaps someone will release an RPG-type game where players can each control a single character each. Only time will tell, but we've seen the future, and it works!



Desktop Pics

If you've got a PC or an Apple Mac, you can download any of four trendy desktop pictures featuring natty Game Boy Advance designs. These are found on Nintendo's own Game Boy site. Take a look - you'll find it on <http://www.gameboy.com/downloads/index.html>



Advance Sound Sensations



You thought the Game Boy Advance was just for games? Well you're wrong. Not very wrong, we grant you, but still wrong. There's a cart that offers something else in the pipeline in Japan. It's called Game Boy Music, though they'll probably come up with a better title before it hits the shelves, and (according to Nintendo) it turns your Advance into a versatile musical instrument. Budding Game Boy musicians have access to around 50 musical instruments and the same number of musical scores. These include Nintendo's own choonz and classic trax from the Japanese charts. Hopefully, if it's released over here (which seems likely, though not confirmed) we'll get some UK trax instead, but please, no Spice Girls. The cart will be sold in a pack with a pocket speaker so you can pump the volume to the max. Game Boy Music also acts as a sampler, letting you snip small portions of music from songs and repeat them over a drum beat. Most impressive of all, using the link cable, you and your mates can take an instrument each and form a band. So will we see the GBA replace the guitar or keyboard as the premier instrument of pop musicians? Of course not, but it could still be fun. Let's just hope someone picks it up and releases it officially over here...

Game Boy Advance gets the inevitable Pokétreatment...

There's another type of Game Boy Advance on the way, but only in Japan, and only in the Pokémon Centres in Tokyo and Osaka, special shops that sell nothing but Pokémon goodies. The machine is based on Pokémon Crystal, and features Pokémon #245, Suicune, on the box. Suicune is Crystal's unofficial mascot, in the same way Pikachu was for Pokémon Yellow.



The Pokémon Game Boy Advance is a bluish colour, and features silhouettes of Pikachu and Pichu on the front, and a Pokémon Centre sticker on the back. Only a few of them have been made, and they're extremely unlikely to be imported into Britain. But then, as they're hardly any different from a normal Advance, does anybody really care?

Backwards Bother

Nintendo of Japan has found 14 Game Boy Color games that are not 100% compatible with the Game Boy Advance. They are:

- Densha de Go
- Densha de Go 2
- Hamster Paradise 2
- Hamster Paradise 3
- Disney's Tarzan
- Sakura Taisen GB
- Koro Koro Kirby
- Doremon - Study
- Fighter 99 Games
- Game of Go
- World Soccer GB2
- Card Captor Sakura
- Tokimeki Memorial
- Pocket: Culture
- Tokimeki Memorial
- Pocket: Sports



The games are playable on the Advance, but the sound is slightly corrupted. Luckily, most of these titles are pretty insignificant outside of Japan and reports from the States suggest Kirby Tilt 'n' Tumble (the American name for Koro Koro Kirby) works fine anyway.



So much for the hardware - what about the games? There's an avalanche of top titles coming to the Game Boy Advance. Games companies are falling over each other to develop for Nintendo's sizzling new handheld.

Here's a complete(ish) list of Advance games in the pipeline. Some might not appear in the UK, and with more games announced by the day, by the time you read this even more will have been added. Even so, even the most casual of glances shows we've a lot to look forward to. We can't wait...



- 4X4 Off-RoadersTBA
- GT AdvanceTHQ
- Aerial AcesMajesco
- All Japan GT ChampionshipKemco
- Army Men Advance3DO
- Atlantis: The Lost EmpireTHQ
- BacktrackTelegames
- Baketsu Daisakusen (Horse Racing) .Nintendo
- Bomberman TournamentActivision
- Bionicle: Tales of the TohungaLego Systems
- Breath of Fire AdvanceCapcom
- Broken Sword: Shadow of the Templars TBA
- Caesar's PalaceMajesco
- Castlevania: Circle of the MoonKonami
- Championship Motocross 2002 Feat. Ricky CarmichaelTHQ
- Choro Q AdvanceTakara
- ChuChu RocketSega
- Dark ArenaMajesco
- Digi-CommunicationMedia Works
- Dodgeball AdvanceAtlus
- DokaponAsmik Ace Entertainment
- DoomActivision
- DoraemonAsmik Ace Entertainment
- DrivenTBA
- DropzoneTBA
- Dungeondice MonstersKonami
- Earthworm JimMajesco
- EvoTBA
- EZ TalkKeynet
- F-14 TomcatMajesco
- Final Fight OneCapcom
- Fire Emblem - Maiden of the Dark .tentative title
- Fire Pro WrestlingSpike
- FortressMajesco
- F-Zero: Maximum VelocityNintendo
- Game Boy MusicNintendo
- Game Boy Wars AdvanceNintendo
- GetBackersKonami
- Golf Master AGBKonami
- GT ChampionshipKemco
- Hanasaki GassenTBA
- Hatena SatenaHudson
- Heart of DarknessAmazing Studios
- Hello Kitty Miracle Collection



- ImagineerNintendo
- High Heat Major League Baseball 20023DO
- Horse Racing Creating DerbyNintendo
- I Am an Air System ControllerTam
- Iridion 3DMajesco
- Jelly BellyMajesco
- J-League PocketKonami
- Konami Crazy RacersKonami

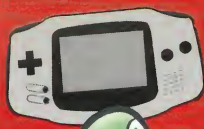


- Klonoa: Empire of DreamsNamco
- Kuru Kuru KururinNintendo
- Lady SiaTDK
- Mediactive
- Land Before TimeElectronic Arts
- Lego Racers IILego
- M&M's: Lost in TimeMajesco
- Magical VacationNintendo
- Mail de CuteKonami
- Mario Kart AdvanceNintendo
- Matt Hoffman's Pro BMXActivision
- Mega Man EXE Battle NetworkCapcom
- Meine LiebeKonami
- Men in BlackCrave
- Minna to Ishyo!MTO
- MLB SluggersMidway
- Momotarou FestivalHudson
- Monopoly EXTBA
- Monster Rancher ManiaTemco
- Monster GuardiansKonami
- Morita Shogi AdvancedHudson
- Mr. Driller 2Namco
- Mugen Kikou Zero ToursMedia Ring
- Nakayoshi MahjongKonami



- NapoleonNintendo
- NFL Blitz 2002Midway
- NHL HitzMidway
- No RulesTDK Mediactive
- Golden SunNintendo
- Pac-Man AdvancedMidway
- PaintballMajesco
- Pinabee's Great AdventureHudson
- Pitfall: The Mayan AdventureMajesco
- Pokemon AdvanceNintendo
- Power Pro Kun BaseballKonami
- Power Rangers Time ForceTHQ
- Puyo PuyoSega
- Rayman AdvanceUbi Soft
- Ready 2 Rumble Boxing Round 2 .Midway
- Reiji Matsumoto's Space Hexcite X .Jordan
- Rocket PowerTHQ
- Rockman EXECapcom
- Rogue SpearUbi Soft
- RugratsTHQ
- Sansara NagaVictor Interactive Software
- Scooby-Doo and the Cyber Chase THQ
- Shaun Palmer's Pro Snowboarder .Activision
- Silent HillKonami
- Sonic the Hedgehog AdvanceSega
- Spider-Man: Mysterio's MenaceActivision
- Spongebob SquarepantsTHQ
- Star CommunicatorKonami
- Star Wars Episode One: Jedi Power Battles THQ
- Stuart LittleActivision
- Super Dodge BallAtlus Software
- Super Black Bass 4 Advance TBA
- Super Mario AdvanceNintendo
- Super Street Fighter II AdvanceCapcom
- Tactics Ogre GaidenAtlus Software
- Tetris WorldsTHQ
- Tiny ToonsConspiracy
- Tony Hawk's Pro Skater 2Activision
- Tweety and the Magic JewelsKemco
- Tweety's Hearty PartyKemco
- Wild ThornberrysTHQ
- WingsCinemaware
- Winning PostKoei
- WWFTHQ
- X-Men: Reign of ApocalypseActivision
- Yu-gi Ou: Dungeon MonstersKonami
- Zero Tours: Unlimited Mysteries .Media Rings





When throwing missiles at monsters, try to bounce 'em over a series of foes at once. This not only gives more points, but also reveals hearts and even 1-ups if you get enough of 'em.



Super Mario Advance



DAMAGE:£30 APPROX.
ON SALE:22ND JUNE
WHO:NINTENDO
TYPE:PLATFORM GAME
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

Can the moustachioed maestro still thrill? Ian dons the dungarees and jumps to it...



Mario and Friends...

Before you start you get to choose between four characters, namely Mario, Luigi, Princess and Toad. Mario's Mr Average, of course, and a good character for the novice. Luigi jumps the highest, Toad doesn't slow down when carrying a heavy load and Princess can hover for a while after a jump. You can choose a different character for every world section too – horses for courses...



After all the hype, the Game Boy Advance is finally in our hands, with the inevitable Mario game sitting proudly in the cartridge port. *Super Mario Advance* isn't particularly original. It's an update of the NES classic *Super Mario Bros 2*, presented in the enhanced form used for the SNES compilation *Super Mario All-Stars*. Is this a good thing or a bad thing? Well, it's a pretty inevitable thing; many early Advance games are SNES conversions, but if the gameplay's there, who cares? So is *Super Mario Advance* an outstanding

update or a cynical cash-in? Thumbs at the ready, we eagerly got stuck in... The Mario massive are in for a major shock when they first try jumping on a baddie's head. Unlike most Mario outings, that's not how you kill 'em here. Instead you look for turnip shoots sprouting from the soil and pull it up. You then use the turnip as a weapon, hurling it at the hordes of foes you face, sending them to their doom. Bounce it over more than one bounce and you get an energy heart (which also makes you grow). Jumping on enemies' heads won't harm you (often) – instead you just stand there as your target saunters along, seemingly oblivious to your presence. This is a cool way of accessing higher platforms, and you can also lift him up like a turnip and bung him at more baddies. Cool!

Mario Bros Classic Combat?

As well as the updated *Super Mario Bros 2*, *Super Mario Advance* also includes the original *Mario Bros* game, split into two modes – Battle and Classic. The Classic Mode is the same as the original coin-op, where you turn turtles upside-down by head-butting the platforms, then collect them for points. It gets very boring very quickly, and is only of interest to nostalgia buffs. The Battle Mode features similar action, but up to four players can compete (via the link cable, of course), flipping each other as well as the Koopas in their quest for coins. This is good fun when the action gets frantic.



Fascinating Features

The heart of a Mario game is its features, and this ageing offering is no exception. Every level is jam-packed with things to do and find. A great deal of care and attention has been lavished on the level design, which always keeps you on your toes. Even after you've played a level a dozen times, you're still finding things you missed. Look out for the big red coins, a feature not

Big Baddies

Beware of the end-of-level foes. There's a certain knack to beating them – find the right tactic and fire away!



present on the NES/SNES versions – collect 100 to unlock a wee surprise. Other Advance additions include speech samples for player characters and boss baddies, and giant ShyGuys and turnips, features that were impossible on the NES original.

Every now and then you hit a seemingly-impossible section, an area where you just can't get any further.

Here you must think on your toes and find new and original ways of using your abilities. For example, an area that's too wide to cross is patrolled by a baddie on a flying carpet. You get across by nicking the rug from under him. No weapons to hand? Try using the enemies' own missiles.

Alas, this brings us to one of the game's few flaws. There are too many times where finding the right way past a puzzle is a matter of trial and error. You lose lots of lives until you hit on the right way of tackling a troublesome section. Until you've solved it you can't anticipate the hazards, which always take you by surprise. Maybe this is because of the small screen size, which gives you less time to react to forthcoming foes. Even if some of the deaths aren't too fair first time around, though this doesn't stop you enjoying the game. After all, Mario was always about

Crouch down until you flash, then hit 'A' for a super-jump.



exploration rather than Sonic-style speed.

On a Scroll...

Alas, its second flaw is worse. The vertical scrolling is abysmal, with your guy being frozen on the spot when you hit the top or bottom of the screen, the game world then getting dragged underneath him. These perplexing pauses are a major source of irritation on the vertical platform sections, though thankfully (and probably deliberately) there aren't too many of these anyway. Even so, this awkward scrolling gives the game a dated look, and even though this might be faithful to the original classic, it's just not

acceptable in 2001 on Nintendo's new wonder-machine.

Minor maladies aside, *Super Mario Advance* is a cool cart and a piece of Mario history. It's a little grey in the moustache, though, and it's a shame its graphical make-

Throwing a Power Box kills every enemy on the screen.



over wasn't carried into the scrolling. Here's hoping for *Super Mario World Advance...*

Ian Osborne



Crawl into these vases to find bonuses and other goodies.



The large turnips make it easier to blast more than one baddie with a single bung.

World of Shadows...

If you find a potion instead of a turnip, you can throw it to reveal a door to another world. This is a shadowy mirror image of the game world. There are goodies and collectables here, but you can't move from screen to screen in the shadows and you've only a limited time available, so where you throw the potion is critical.



X
XTREME
RATING

Uppers

- + Lots to see and do.
- + Fantastic exploration.
- + Feature-packed.

Downers

- Deaths sometimes unfair.
- Scrolling weak.

Summary

Super Mario Advance is proof positive that golden gameplay never ages. It's exciting, feature-packed and addictive.



90%



On tight bends, feather the accelerator by tapping the button instead of holding it down. This improves grip.



DAMAGE:£29.99
 ON SALE:22ND JUNE
 WHO:NINTENDO
 TYPE:DRIVING GAME
 NO OF PLAYERS:1-4
 SAVE SYSTEM: ...BATTERY BACK-UP



F-Zero: Maximum Velocity

Another SNES classic comes to the Advance, but can it still thrill? Oli climbs in his hover car and blows some serious wind...



When a foe's getting close to your rear jets, a marker indicates his position to help you avoid a shunt up the rear.

There are two schools of thought on Nintendo releasing souped-up SNES games on the Advance. Some argue it's a lazy cash-in, regurgitating ageing 16-bit titles on a 32-bit machine 'cos it's cheaper than programming new stuff. Others welcome it as a new lease of life for genuine classics. The truth, of course, is somewhere between the two. Lazy ports aren't what the Advance is all about, but the thought of superb sizzlers like *Mario Kart* and *Bomberman* on a handheld makes our joy pad thumbs itch. And no one who's had their fill on the SNES is forced to buy them again... If you had your fill of the original *F-Zero*, there's not much point in splashing

Power Cut...

Colliding with the trackside barrier or other racers causes your car to spark and crackle. This is because the impact is absorbed by your shield. Each prang reduces your power bar, found in the top-right corner. If you clip the walls or shunt an opponent when your shield's gone, you blow up, ending your race.



out on *F-Zero: Maximum Velocity*. It makes few advances (no pun intended) over the SNES rave, but as that was a superb high-speed hover-fest, this is no disaster. The hover-racing action is intact, with the Advance's Mode Seven graphics rotating the game

world as you turn. And what a game world it is! The tracks zip past with silky smoothness, and the backgrounds offer a real feeling of being there. Being where, I dunno – the scenery is like nothing on Earth, but that's all part of its sci-fi splendor.

Hover Bover...

The driving's seriously out of the ordinary too. It's spectacularly

The Cars are the Stars...

There's four cars available at the start, with more to earn as you go. Each is rated for top speed, handling, acceleration and the like. As usual, it's best to go for the first car on the list until you've got some practice in.

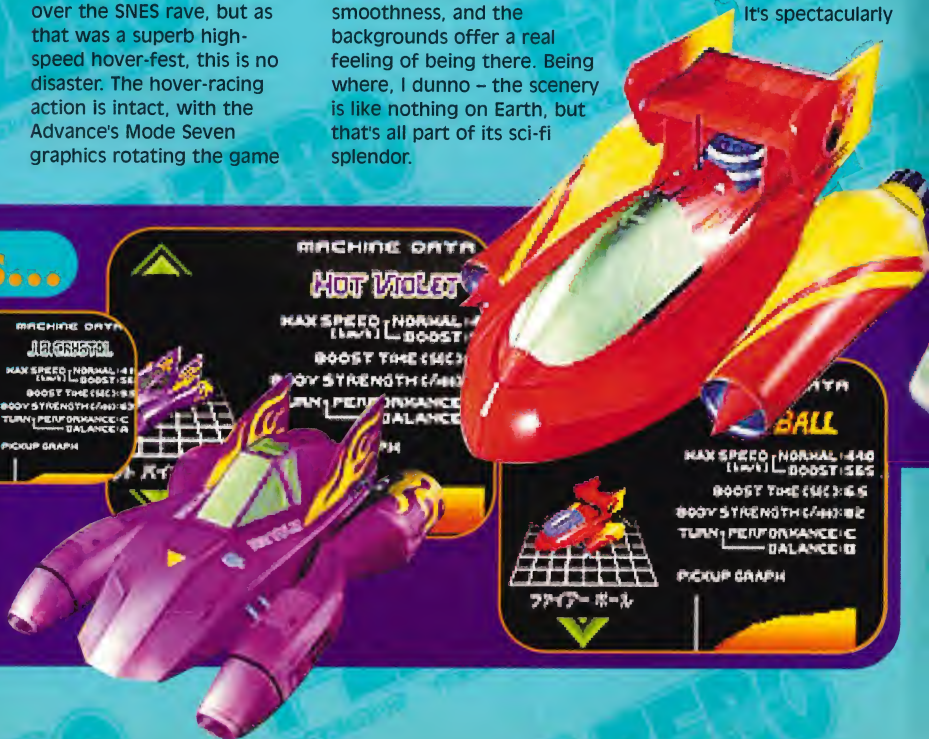
MACHINE DATA
THE STINGRAY
 MAX SPEED: NORMAL: 146 BOOST: 152
 BOOST TIME (SEC): 1.50
 BODY STRENGTH (FAM): 85
 TURN PERFORMANCE: C
 BALANCE: C
 PICKUP GRAPH
 スティングレイ

MACHINE DATA
CRAZY HORSE
 MAX SPEED: NORMAL: 128 (LW): 135 BOOST: 135
 BOOST TIME (SEC): 1.50
 BODY STRENGTH (FAM): 70
 TURN PERFORMANCE: B
 BALANCE: D
 PICKUP GRAPH
 クレイホース

MACHINE DATA
IRIDESCENT
 MAX SPEED: NORMAL: 144 (LW): 150 BOOST: 150
 BOOST TIME (SEC): 1.50
 BODY STRENGTH (FAM): 80
 TURN PERFORMANCE: C
 BALANCE: B
 PICKUP GRAPH

MACHINE DATA
HOT VIOLET
 MAX SPEED: NORMAL: 144 (LW): 150 BOOST: 150
 BOOST TIME (SEC): 1.50
 BODY STRENGTH (FAM): 80
 TURN PERFORMANCE: C
 BALANCE: B
 PICKUP GRAPH

MACHINE DATA
FLAME BALL
 MAX SPEED: NORMAL: 140 (LW): 145 BOOST: 145
 BOOST TIME (SEC): 1.50
 BODY STRENGTH (FAM): 70
 TURN PERFORMANCE: C
 BALANCE: B
 PICKUP GRAPH
 フレイムボール

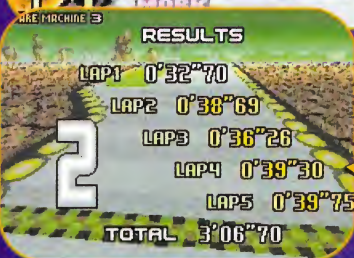


Mine Maladies

Look at the size of that mine! It's not a power-up – F-Zero doesn't use 'em. Instead it's just a normal hazard found on some courses. The Silverstone Grand Prix was never like this...



Try racing against your ghost to get every lap turn-perfect.



Second - try harder next time. Your lap times went downhill after the first...

believable, giving a real feel of driving a hover car. Don't expect your wheels-and-tarmac driving skills to work here. Instead you must develop a new style, allowing for greater drift on the bends. Your drifting must be smoother than Roger Moore in silk pyjamas. Spinning off the track isn't a problem, but drifting into its walls most definitely is. The trackside barriers bordering the entire course don't just scrape or stop your craft, but actually repel it. Hit a barrier with anything but the slightest touch and it sends you

bouncing back into the road. This can be a huge problem if you don't let go of the gas – you're often shunted into the wall opposite, bouncing around like a pinball in a drainpipe. Not exactly conducive to precision cornering. The tracks are short enough for you to catch up with the back markers quite quickly, so even when powering ahead you're never faced with endless empty track ahead.

Ace Racin

However good the driving model, a racer's

just no fun if the other drivers lap like they were on rails, take corners at impossible angles and generally act as mobile roadblocks rather than racers with ambition. Thankfully, there's no such problems here. The other drivers vary in skill and speed (there's a yellow effort that drives like Del Boy's Reliant and gets passed by the leader at least three times per race), but overall they're out to win.

They're designed to test your skills to the max too. On Beginner level, all you



need to do is avoid collisions and stay on the clean track (where it's fastest). When you reach Expert level, though, you have to corner on the racing line, squeezing every last second off your lap times. Run wide and you're overtaken on the inside.

So far, so good, but are there any probs? Well yes, but very few. On some of the more complex tracks, it's possible to lose your way and take a wrong turn, which is never a good thing in a driver. Some might complain about its lack of power-ups and tune-up shop, but this is a design fact not a design fault – it's single-minded racing action all the way. A definite problem is that some tracks are unavailable in Multiplayer Mode unless every player has a copy of the cart, which is pretty spiteful considering how much Nintendo made of the fact the Advance lets you multiplay with only one.

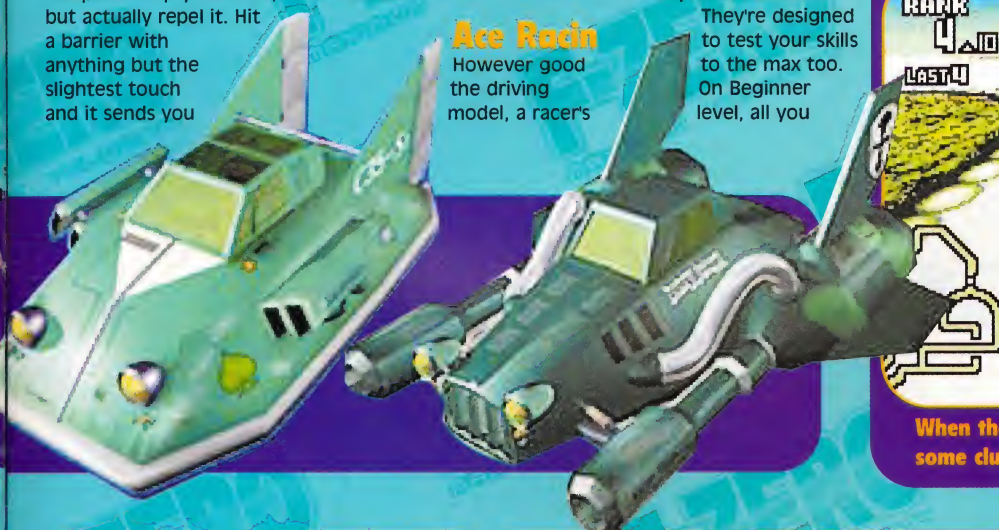


Still, none of these minor maladies are fatal flaws. F-Zero: Maximum Velocity offers a speed, precision and atmosphere that's impossible on any other handheld. Another winner for the Advance.

Oliver Len



When the track splits, avoid the crowd for some clutter-free overtaking.



XTREME RATING

Uppers

- + Great driving physics.
- + Sizzling environments.
- + Top enemy AI.

Downers

- Few advances from the SNES original.
- Multiplayer woes.

Summary

What a game! F-Zero's futuristic atmosphere, exciting driving model and impeccable learning curve make it a winner.



93%



If your punches keep going over the heads of enemies, throw a long punch then duck before your fist returns. It speeds back at a lower height and catches the foe en route.



DAMAGE: £29.95
 ON SALE: 22ND JUNE
 WHO: UBI SOFT
 TYPE: PLATFORM GAME
 NO OF PLAYERS: 1
 SAVE SYSTEM: BATTERY BACK-UP

Rayman Advance



The lovable legless lunatic stars in this handy handheld happening, but is it 'armless too? Ian has the neck to go out on a limb...

Power Trip

As you make your way through the game, you gain extra powers like the Helicopter Hover and the Super Run.



Have your picture taken - it activates a restart point.

Who'd have thought it? Who could believe a creature with a face like a sock puppet and no arms, legs or neck could move so well? Who'd believe a small-screen game world could pack in so much detail without ever getting confusing? Who'd have thought a handheld game could ever be this colourful? Whether you believe it or not, *Rayman Advance* is here, and he's looking good. Even the mighty Nintendo said it's the best game they've seen so far on the GBA, and you know they don't impress easily. *Rayman Advance* is lush to look at. There's four levels of background, giving the game a real feeling of depth. There's always lots going on too. Butterflies wing their weary way through the bushes, toadstools bounce

on the spot (it's such a psychedelic world, you know) and flowers dance to the rockin' rhythm of the spacey soundtrack. So much going on, and not a hint of slow-down...

Jump to it...

Take a look at the screenshots. With scenery as

involved as this, you'd expect the game to get cluttered and confusing. Worry not - it doesn't. Thanks to clever use of graphics, it's always obvious what's a platform and what's background. The bits you can jump on are

clear, but not so in-your-face they look out of place and destroy the atmosphere. The levels are well designed too, with lots of secrets to discover and lots of seemingly-unreachable areas that can be explored with a

little thought and perseverance. Indeed, puzzle-solving, using your tools to your best advantage and exploring the game world is the heart of the game. Some levels offer scrolling roller-coaster rides instead, like the flights on the spoon and the robot mosquito (surreal or what?), and there's an occasional stage where speed is everything, like the one where you're pursued by Dark Rayman, but overall Mario-style exploration is king.

Zero-Jointed

Perhaps the real genius about this game is the way the levels fit dismembered hand in glove with Rayman's

Fun with Physics?

The plot's as freakily psychedelic as the game. Mr Dark has destroyed the harmony of the world by stealing its energy source, the Great Protoon. The Electroons, which used to gravitate peacefully around this nucleus, have been captured and imprisoned, creating a colorfully off-kilter land filled with freaky critters and hostile characters. Rayman must harness untold powers to face Dark and his twisted minions, free the Toons and restore balance to the universe. Weird! The caged critter, as if you hadn't guessed, is one of the Electroons. Who did you expect? Ronnie Biggs?



Beating (and Befriending) the Bosses

Some of the bosses are hilarious, like this fat opera singer who looks like a cross between Atilla the Hun and Jo Brand. They're not as evil as they seem, though. Beat the first boss, the mosquito robot, and you get to fly on it in the next level.



Look for this sign to find the level exit.

abilities. Every few levels you're given a new talent, like the helicopter whirl, the punch or a fast running speed. Subsequent stages tax these new abilities to the full. Where *Pinobee* got it wrong, allowing the main guy's skills to swamp the game and almost wander at will, *Rayman* gets it right with a level design that taxes these talents instead of being rendered useless by them.

As you might have gathered, I like this game, but there are a couple of flaws.

Rayman games were never easy, and although this isn't as stupidly hard as the PSX version

that inspired it, it's still a toughie. Perhaps too much so in places. Also, at times you have to make a leap of faith, jumping into the wild blue yonder and hoping there's a platform for you to land on. It doesn't happen often, and even when it does there are usually collectibles indicating where the platform is. Also, is it possible to eliminate this entirely on the small screen without making the characters really tiny? Time will tell, but don't let these minor maladies put you off buying *Rayman Advance*. So far, it's the best platformer on the GBA by a long way.

Ian Osborne

Jumping on plums takes you to new heights...



How many lives? Someone's been cheating...



XTREME RATING

Uppers

- + Massive game.
- + Lots of variety.
- + Lush visuals.

Downers

- Too hard at times.
- Some leaps of faith.

Summary

Rayman Advance beats Mario at his own game and storms into the lead in the GBA platform stakes. A fantastic effort.



94%



If you can't make head or tail of a level, start it running without placing a tile and see where the ChuChus go. You may get a clue...



DAMAGE:£29.99
ON SALE:22ND JUNE
WHO:SEGA
TYPE:PUZZLE GAME
NO OF PLAYERS:1-4
SAVE SYSTEM: ...BATTERY BACK-UP

CHUCHU ROCKET



Can Sega's rodent redirection opus thrill on the Advance? Simon rockets into action...



Anyone remember *Lemmings*? Boy, was it cool – as well as being an all-time classic puzzler, it also single-handedly created the save-'em-up genre. *ChuChu Rocket* is a save-'em-up very much in the *Lemmings* mould, but unlike its illustrious ancestor, it's designed with multiplayer gaming in mind.

So how does it work? Your task is to rescue mice, or ChuChus, by guiding them into escape rockets. Now you know how the game got its title. Like the lemmings of old, the mice blunder along following the leader without a care in the world. Every time they walk into a wall, they turn right and carry on. To get them from A to B, you place

up to three arrowed tiles on the floor, causing them to follow the arrow if they step on it. Place a fourth tile and the first disappears. The player who guides the most ChuChus into his or her rocket wins the round, or in single-player, you must get all your mice home in a given time.

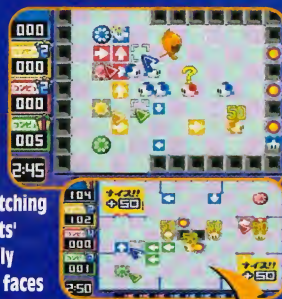
Occasionally a ChuChu generator throws out a cat-like KapuKapu. These move slightly faster than the ChuChus, and follow similarly-mindless routes, unless you use one of your redirection tiles to change its path. When they catch a ChuChu they eat it, and if you get one in your rocket, you lose a third of your rescued hoard. Better not rest on your laurels when you've planned a comfortable route guiding the ChuChus into your craft, then.

Cat 'n' Mouse

The sheer scope of the Advance version of *ChuChu Rocket* is incredible. There are nine options available on the main menu screen alone, including two multiplayer offerings and a tutorial. Stage Challenge is the standard one-player outing, where you must plan ahead and place your three tiles, getting the mice home within a time limit. Puzzle Mode gives you a set number of tiles and

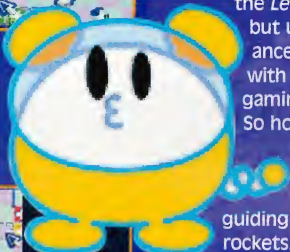
All Four One..

Although *ChuChu Rocket* is a scream in single-player mode, it's as a multiplayer game it really shines. Frantically fighting it out with your mates, desperately trying to snatch the last few ChuChus and sending a cunning cat scratching and clawing into your opponents' spacecraft is hilarious, especially when you see the look on their faces as you wipe out a third of their rocket and send their chances of winning spiralling into a black hole. There's a four-player free-for-all on offer, and also a two-on-two team tussle. Best of all, up to four players can compete on a single cart, with all levels and options open. Yippee! Well done Sega - you're heroes!

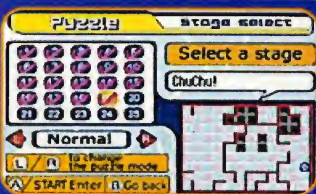


no freedom to rotate them – the floor plans are complicated and there's usually only one way of solving the stage. You can create your own levels for any mode, not just Puzzle like in the original Dreamcast version, and you can even design your own ChuChu and KapuKapu graphics, swapping them with your friends via the link cable. Like the Dreamcast version, getting a special ChuChu into a rocket activates a roulette bonus, but five new events have been added to the DC's eight. Check out ChuChu Fever Special, when slow-moving ChuChus worth an incredible 50 points each spill out of the generator. Another roulette event causes your opponents' rockets to leak ChuChus. Presentation-wise, this game's well up to scratch (no

pun intended), with delightfully cartoony graphics and some neat pseudo-3D effects. Complete a stage successfully and the rockets take to the skies trailing smoke, demonstrating the Advance's scaling capabilities very well. The tunes are dutifully jolly, and do a great job of creating a frantic atmosphere. This ill' number deserves the Xtreme Seal of Approval for sheer versatility. You can play it for hours or in a spare five minutes, you can sit and puzzle it out alone or duke it out with your mates, and even customise the levels and graphics. Whether you play it non-stop for weeks or keep coming back to it every now and then, it's a game that will last you ages. **Simon Bradley**



As if you didn't have enough to contend with, try playing with tunnel vision!



Puzzle Mode - complete the Normal tasks and move on to ever-harder categories...



Uppers

- + Versatile.
- + Brilliant multiplayer modes.
- + Well presented.

Downers

- Menus can be awkward.

Summary

To date, this is the best multiplayer game on the Advance, and a worthy Game Boy debut for Sega. An incredible save-'em-up puzzler.



91%



If you can't beat a course, try a different car. Failing that, improve your trophies on earlier circuits and win a better vehicle.



Don't be fooled - the screens look much darker when you're playing.



GT ADVANCE

Is this the future of handheld driving games? Jamie takes to the wheel and hits the gas...



DAMAGE: £29.99
ON SALE: 22ND JUNE
WHO: THQ
TYPE: DRIVING GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: ... BATTERY BACK-UP

This is a game of two halves. Wrong sport I know, but the cliché's so appropriate I couldn't resist it. You see, half the game is brilliantly conceived, highly polished and extremely innovative, taking the genre to previously-unseen heights on a handheld. The other half is badly flawed, irritatingly derivative and shoddily constructed, and is almost a backwards step for Game Boy drivers.

The overall structure of the game puts in a Premiership performance. There's never been anything like it on a handheld before, and it sends out a clear signal to other developers about just how deep a Game Boy Advance driver can be. The tracks are divided into four leagues that must be tackled in turn, and you must come in the top

three on each circuit to advance to the next. Finish in the top two, however, and you can win new cars and better body parts, improving and expanding your vehicle roster. If you get stuck on a track and none of your cars are up to the task, return to earlier circuits and improve on your bronze and silver trophies, coming back to the tricky track with an improved garage. The courses are designed to emphasise differing car qualities, so it's not just a case of climbing into the fastest racer and flooring the accelerator. A circuit with lots of straights demands a high top speed. Tight corners require good handling, and on narrow, hazardous races, you must accelerate fast. Horsepower for courses...

Testing Tracks

Unfortunately, the races themselves are distinctly Second Division, and in places suffer howlers that would disgrace the Conference. I realise allowing you to drive wherever you like

Upgradeable Assets

You can improve the performance of your cars by bolting on better body parts won by coming second or first in the races. Engines can be tuned up to three times, suspension improved and lighter body parts or aerodynamic shells added. When you've won a bonus item, you can fit it to every car you have too.



would be impossible, even on the Advance - invisible walls to stop you going way off track are inevitable, and wouldn't be a problem if they weren't so close to the kerb. You expect to pay a price for letting your wheels stray off the tarmac, but shuddering to a near-halt when you barely clipped the grass is cheesy, and does nothing to help the game's claim to being 'the most realistic driver on any handheld'. The other drivers are unrealistic too. They drive around in neat formation, never making a mistake or putting in any effort. They just drive as if on rails, battering you out of the way instead of overtaking realistically and generally behaving like mobile roadblocks. The three-lap races are woefully short, but as the 'racing' consists of starting at the back of the grid and overtaking as many of your slower opponents as

possible before the end of the race, making them any longer would destroy the difficulty. How dated can you get? Come on, guys - the driving genre's moved on, and the Advance has the power to move with it.

GT Advance keeps you playing 'cos you want to see what car you can win next and how the next upgrade improves your Subaru Impreza or Toyota MR-S, but its epic sense of progress and achievement can't excuse all its flaws. There's never been anything like this before on a handheld, but in a year's time, when games this deep and involved are normal rather than novel, this patchy performer will be relegated to Bargain Bin United. Or sacked.

Jamie Wilks



The street circuits are littered with 90-degree bends.



Reading the Road

The scanner in the top-left corner of the screen is surprisingly useful, showing both your own and the other cars' positions. However, the icons that appear when there's a bend coming up are offered a little too late.



Uppers

- + Very deep.
- + Great sense of progress.
- + Lots to find.

Downers

- Races too short.
- Trackside boarders unforgiving.
- AI cheesy.

Summary

GT Advance thrills and spills in equal measures. It's quite good fun, but will soon be lapped by better racers.



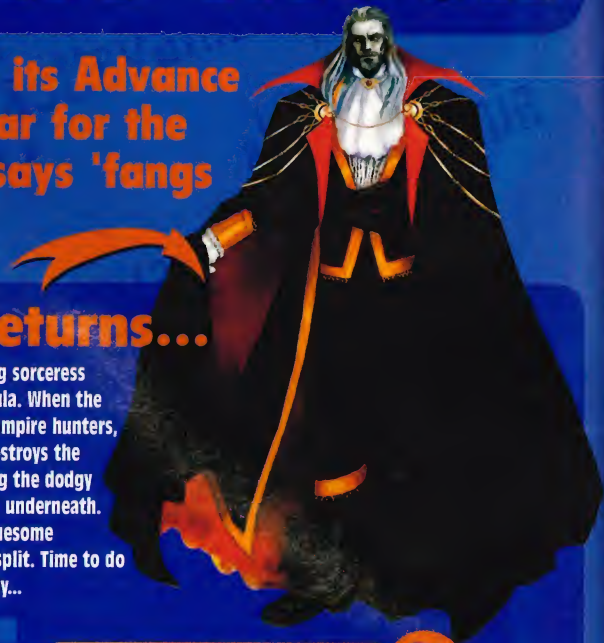
66%



DAMAGE: £29.99
 ON SALE: 22ND JUNE
 WHO: KONAMI
 TYPE: ARCADE ADVENTURE
 NO OF PLAYERS: 1
 SAVE SYSTEM: ... BATTERY BACK-UP

CASTLEVANIA: Circle of the Moon

The Castlevania series makes its Advance debut, but is it a game too far for the classic vampire saga? Jamie says 'fangs for the memories'...



Dracula Returns...

At the start of the game, a young sorceress resurrects the evil vampire Dracula. When the pair are disturbed by a trio of vampire hunters, Dracula summons a bat which destroys the ground underneath them, causing the dodgy duo to fall into hidden chambers underneath. The third guy's captured. The gruesome twosome in the chambers them split. Time to do your thang and rescue your buddy...

Fans of *Castlevania: Symphony of the Night* on the PSX will find this instantly familiar. Again it's a scrolling platform arcade adventure, with a great in-game map that shows you where you've been and where to find unexplored areas. Once more you win items and experience as you mash the monsters, giving the game an almost RPG-like character development, and once more your main weapon is a whip. The controls and moves are just as versatile too – you can jump, slide and spin your whip from the start, with

more abilities added as you go. Magical artifacts such as the pendant that lets you double-jump and the basher that smashes through stone blocks allow access to previously-inaccessible areas, but once again this can cause lots of wandering around looking for the new castle areas you can now reach. It offers a spectacularly satisfying sense of progression, though, and there are some great boss baddie fights scattered throughout your journey. In true *Castlevania* style, success here depends on getting the measure of his attack patterns and working out a strategy of your own rather than nimble dodging and rapid firing.



The Government went to ridiculous lengths to prevent the spread of foot and mouth...

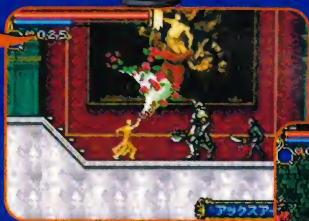
Blood-Sucking Sensation!

Before we go on, let's make one thing very clear. Fans of the *Castlevania* series will NOT be disappointed by *Circle of the Moon*. It has all the elements that made the series so popular in the first place, but one thing it definitely lacks is innovation. There's nothing here you haven't seen before, and it completely fails to take advantage of the Advance's superlative capabilities. Your vampire hunter looks great as he runs and jumps, but he never moves into or out of the screen. There's little in the way of sprite rotation either. All the way through the game it's just side-on

scrolling platform action, with a parallaxed backdrop to stop it looking hopelessly flat. Sure, this is the style that made *Castlevania* famous, but it plays exactly the same as the PlayStation's *Symphony of the Night*, and that was released in 1997. Surely the series should have moved forwards with *Circle of the Moon*?

Castlevania's Advance debut is a great game in its own right, and will please the purists no end. However, its by-the-book, take-no-risks approach stifles innovation completely. Paradoxically, it's a great game but also a missed opportunity.

Jamie Wilks



Please have this enormous bunch of flowers as a token of my affection...



Uppers

- + Top Castlevania thrills.
- + Versatile main character.
- + Good sense of progress.

Downers

- Technically limited.
- Not innovative.
- Bad muzak.

Summary

What's here's great, but for how long can Konami offer the same fare in a different package? PLEASE take a step forward next time...



79%



Work quickly. The faster you dig, the more likely it is that a falling piece joins another of the same colour instead of falling on your head.



Mr Driller 2



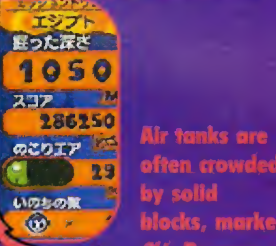
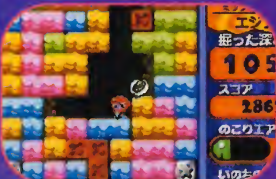
DAMAGE:£29.99
ON SALE:TBA
WHO:NAMCO
TYPE:PUZZLE GAME
NO OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

Namco's dynamic driller thriller returns in his GBA debut, but does he dig for dirt or diamonds? Ian's the dude with the drill...



It's a simple concept. Starting at the top of the vertically-scrolling screen, you dig downwards through a pit of coloured blocks, picking up extra air bottles as you go. Blocks that were resting on a piece you've just pummelled fall downwards. If they touch another piece of the same colour on the way down, they join up and form a bigger block. If they don't, they fall until they come to rest on another piece, which might just be the one you're standing on – splat, you lose a life. The small brown squares

marked 'X' are hard blocks, and while they can be drilled through, it costs time and (more importantly) air. If your tank runs out while you're drilling, you suffocate faster than you can say 'mmmmmmpppphhhh', so make sure you pick up the bonus tanks buried among the blocks. Reach the bottom of the pit, and you get to see the next stage. See? We told you it was simple...



Air tanks are often crowded by solid blocks, marked 'X'. Booooo...

Frantic Pulses

Sometimes the simplest puzzlers are the most fun – check out the immortal *Tetris* and this issue's *Kuru Kuru Kururin* for two prime examples. However, the bargain bins are littered with solid, simple puzzlers that didn't have the addictiveness or replay value of these classics, and to be honest, *Mr Driller 2* seems set to join them. There's nothing much wrong with it, but there just isn't enough here to justify the £30 price tag. It's a game that shows its coin-op roots all too clearly – fun for five minutes, but lacking in staying power.

Tetris works because every time you play it, it feels different. *Kuru Kuru Kururin* works because even when you fail, you feel tantalisingly close to success and must have one more go to get through the level. *Mr Driller* doesn't work, at least in the long term, because tactics tend to degenerate into holding the D-pad down and pressing 'A' as quickly as possible, with the occasional side-step to line yourself up with a power-up or get around a solid block. The faster you dig, the more likely it is a falling block rubs against one of its own colour and sticks instead of squashing you. Limited air also encourages fast play. Thus you never have to balance speed with subtlety, pace with precision, fast-digging with forward-planning – the no-brainer panic tactic is the one which works best, and that's not good. It would work so much better if moving too fast made it MORE likely you were crushed, forcing you to think more about what you did. *Mr Driller 2* is fine for a few plays. The graphics are great, and the cartoon

Two-Player Tunnelling

In the arcades, *Mr Driller 2*'s main progression from the first game is its two-player tussle. The contestants compete in two completely independent pits. As well as air and falling blocks to consider, you can also make a bee-line for power-ups that foul your foe's pit. You might turn it 90 degrees or flip it altogether, or turn certain blocks into unbreakable crystal bricks that mess up his mining no end. This feature is carried over onto the Game Boy Advance version via the link cable. Hurrah! The power-ups make you think about what you're doing in a way the one-player game never does, but in an amazing feat of stinginess, you can't play two-player with one cart. Booooo!



cutsey nature of the game wins it many friends, but it just ain't worth the asking price. The two-player mode is fun, and indeed claws back many percentage points, but instead of spending £30 on this, stick a couple of quid in the coin-op and pocket the other £28...

Ian Osborne



You can drill sideways as well as upwards.



Uppers
+ Great graphics.
+ Cute characters.
+ Top two-player mode.

Downers
- Repetitive in single-player.
- Not much replay value.
- Can't multiplayer on one cart.

Summary
Mr Driller 2 works well in the arcades; you stop feeding it coins when bored. On the GBA, it's only an average game.



58%



DAMAGE: £29.99
 ON SALE: 22ND JUNE
 WHO: ACTIVISION
 TYPE: PLATFORM GAME
 NO OF PLAYERS: 1-2
 SAVE SYSTEM: ... BATTERY BACK-UP

PINOBEE: Wings of Adventure

Is it a platformer with sting, or should it buzz off? It's time for Oli to lay the honey trap...

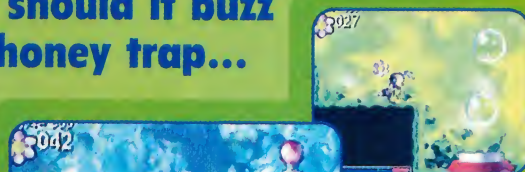
Considering this one's put together by former Sonic Team members, you'd think they'd come up with something better than this. You see, *Pinobee: Wings of Adventure* is both good and original, but the bits that are good aren't original, and the bits that are original aren't good.

The graphics are absolutely lush, with detailed multi-layered scenery giving a real feeling of depth. Much of what you see is hand-painted, and shows an incredible attention to detail. It's also incredibly close to *Rayman* – just

compare the screenshots. As *Rayman* appeared on

other consoles using the same graphical style, it's obvious who copied whom. The spiked balls

swinging or rotating on chains are an interesting hazard, but Mario got there first, and jumping into cannons and getting fired into other cannons is pure *Donkey Kong Country*. Don't get me wrong – these are legitimate features in a 2D platformer, and there's nothing wrong with them gameplay-wise. It's just that they make the game



At last - the level exit...

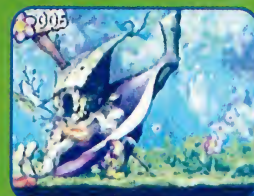


Spiked blocks - weren't they first seen in *Sonic*?



Robot Ramblings

Pinobee is no ordinary bee. He's a robot inspired by the puppet Pinocchio (pionochio, Pinobee - geddit?). Like his wooden inspiration, Pinobee whats to come alive, and (as if you hadn't guessed) it's up to you to help him.



look hopelessly derivative.

To Bee or Not to Bee...

The main character isn't a worthy successor to *Sonic* either. It seems a funny thing to say, but he's *too* versatile. He jumps (of course), but can also hover, speed out of a hover in any direction, double- and triple-jump, climb vertical walls – there's little he can't do, and few places he can't go. With so

many moves to hand, he's a git to control at first, and when you've got the hang of him, you can go pretty-much anywhere without too much difficulty. Combined with the open, sprawling levels and energy bar health system, this takes the seat-of-your-pants edge off game. You never find yourself perched on the edge of your chair, body twisting and contorting in sympathy with your platform-pounding pal as he bounces off a baddie and darts past a trap.

Pinobee: Wings of Adventure isn't a bad game. It's technically faultless, beautiful to look at and polished to perfection. It's just the overall level design lacks imagination, and the main character just doesn't work as well as it might.

Oliver Lan



Uppers

- + Programming impeccable.
- + Looks lush.
- + Neat features.

Downers

- 'Borrows' from other games.
- Main character too versatile.
- Levels sprawl.

Summary

Pinobee promises more than it delivers. Its undoubted strengths are ultimately wasted on the game as a whole. Shame, really...



56%



As usual, hit the gas halfway between the last light and the 'go' signal for a turbo start, and put some clear track between you and the field.



Power to the People!

Hit a blue power bell and you get a speed boost, to be activated whenever you like – just the job if you're behind. Hit a red power bell and you get a random power-up like droppable dinosaurs or missiles.



DAMAGE: £29.99
ON SALE: £22.99
WHO: KONAMI
TYPE: DRIVING GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

KONAMI Krazy Racers

Tiny karts, cartoony stars, power-ups, jumps - John thinks he's seen it all before...



You choose your options via a PC-style Windows screen. It's a neat touch, but even this is ripped off - those dreadful Austin Powers games on the GBC did it first...



In Japan, this lil' number's called *Wai Wai Racing*, but a more apt title might be 'Why, Why Racing'. It's not that it's a bad game – it isn't. In fact it's pretty good. It's just that it's a near-identical clone of *Mario Kart*, and *Mario Kart's* coming to the Advance. However good the Konami effort is, it's bound to take second place behind Mario's killer kart opus, and suffer inevitable stigma and sarcasm

for being so cheeky. So why, why did they release it? I'll give it one thing – it's done a damned good job of preserving what made *Mario Kart* such a whiz on the SNES. The karts handle like a dream, screeching and sliding round the corners and even performing a little leap with a tap of the right shoulder button. Sound familiar? The other shoulder button unleashes power-ups such as a Speed Boost, a Guided Missile which takes out the leader and also Unguided

Missiles which come in threes. Sound familiar? The camera angle is just right, giving you a clear view of the course ahead, and the tracks themselves are short so the karts don't spread out until you hardly ever see your foes. Again, does this sound familiar? One fine feature that wasn't stolen from *Mario* is the two types of power-up icon, represented by the bells from *Parodius*. Grab a red bell for one of the usual power-ups, offered at random, or steal a blue one for a guaranteed power boost. This is a cool idea, and helps no end if you're trailing.

Hit one of these booster pads to fly through the air. Miss it and fall to your doom...

Konami's Krazy Kharacters

The racers in this crazy kart cart (ouch!) are all superstars from Konami's extensive back catalogue of videogames hits. Look out for Goemon, a super-deformed baseball player from their Japan-only sports sim, the octopus from *Parodius* and even *Metal Gear Solid's* Grey Fox.



The Art of Kart

So has *Konami Krazy Racers* got anything to recommend it over and above the forthcoming *Mario Kart Advance*? There's a power bar that makes you less vulnerable to enemy weapons when it's full, but you hardly notice that. There's a cool 'tag' mode where one of the karts has a bomb on it. The aim of the game is to bump into another vehicle to pass it on before it blows – make sure it doesn't blow on you. There's also licence tests to access later courses and braking tests

where you drive from A to B as fast as possible then stop within a given area. Neat, but lifted straight from *Gran Turismo* on the PSX. One major malady is that although *Konami Krazy Racers* supports four-player contests, it doesn't let you multiplayer on a single cart. Every competitor must own the game, severely cutting down on the multiplayer opportunities available to the heavy-footed gamer. This is really shoddy; if *Mario Kart Advance* is more generous, it will streak ahead in the value-for-money stakes. So is *Konami Krazy Racers* worth buying? Well, as a game in its own right it's a blast, but if I were you, I'd wait and see what *Mario Kart Advance* is like before parting with your hard-earned. This is good, but there's room for improvement, and why buy the 'tribute' version when you can get the real deal?

John Hagerly



Uppers

- + Fast.
- + Great in Multiplayer Mode.
- + Entertaining.

Downers

- Blatant *Mario Kart* rip-off.
- Can't use Multiplayer Mode with a single cart.

Summary

Cool game, but shamelessly derivative and its inspiration is coming to the Advance very soon...



81%



If you lose an energy heart just after moving off the big red heart, move back and refill.

KURU KURU KURURIN

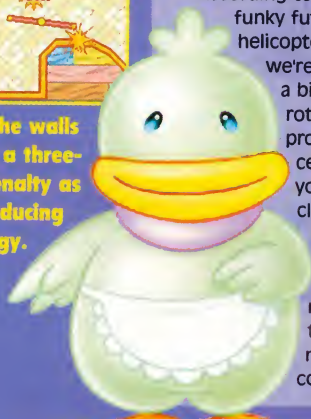


DAMAGE: £29.99
 ON SALE: 22ND JUNE
 WHO: NINTENDO
 TYPE: PUZZLE GAME
 NO OF PLAYERS: 1-4
 SAVE SYSTEM: BATTERY BACK-UP

It's enough to make your head spin! The Advance's premier puzzler gets lan in a whirl...



Clipping the walls costs you a three-second penalty as well as reducing your energy.



Four-Player Frenzy



This game's Multiplayer Mode sees up to four propeller pilots racing through the same maze in a frenzied scramble for the goal. Yes, folks, it's as frantic as it sounds, and darned good fun to boot!

Some games thrill with exciting graphics. Others wow with groundbreaking programming. Many amaze with a great main character. *Kuru Kuru Kururin* has none of these, but it's still a scorcher... As game concepts go, this one couldn't be simpler. You control a rotating rod, guiding it through increasingly complex mazes without touching the walls. The aim of the game is to get from A to B with your vehicle in one piece.

According to the plot, it's a funky futuristic helicopter, but as far as we're concerned it's a big stick that rotates like a propeller. With the centre or 'hub' of your craft on the clearly-marked safe spots you're fine - there's room to rotate. But as the maze narrows and corners, you



The Spring Thing

One of the many features found in *Kuru Kuru Kururin* is the springed buffers. If your rotating propeller hits one of these, it rotates in the other direction. Sometimes you want this to happen 'cos you need to be turning the other way to tackle the next bit of maze, but at other times you hit them at your peril, so plan ahead.



have to guide your gidget with extreme care or you clip the walls, costing you a health heart. Timing is everything. Later in the game more perplexing puzzles arise, like buffers that change the direction of rotation, rolling balls that get in the way and cannons which - awww come on, you know what cannons do.



Precision Tool

It's a tribute to the precision controls enjoyed by the Advance that a game like this is even possible. You really do have pixel-perfect control of your craft, so all crashes are down to you and not sluggish handling. Unlike most puzzlers, the heart of this game isn't working out what to do, but actually doing it. There's only one route to take and no decisions to make, but over 30 stages to break. And break 'em you will, 'cos *Kuru Kuru Kururin* is incredibly



Red hearts refill your energy when you pass over them.

addictive. Every time your rod hits the wall for the third and final time, smashing to the sound of breaking glass (perhaps it's really a fluorescent tube), you grit your teeth and have just one more go. Because the game's so single-minded, you know exactly where you went wrong; you just can't help trying one last time, determined not to make the same mistake again. And

when you succeed, you just have to see what the next stage is like... Its graphics are simple, but that's all a good puzzler needs. Its programming hardly stretches the Advance, but who cares when the gameplay's there? And so what if your vehicle's little more than a straight line? *Kuru Kuru Kururin* works. End of story...

lan Osborne



Uppers

- + Incredibly addictive.
- + Brilliantly designed levels.
- + Multiplayer game great.

Downers

- Doesn't push the technology.
- Very hard at times.

Summary

A surprise hit, but a welcome one. You won't believe how brilliantly addictive it is until you play it. And then you're hooked...



91%

THREE BUMPER BAGS OF GAME BOY GOODIES MUST BE WON!

It's games galore in our extra-special TDK giveaway...

TDK has exploded onto the Game Boy Color scene with three top games and we've got three sets to give away! That's *Rainbow Islands*, *Elevator Action* and *Extreme Sports with the Berenstain Bears*! The two coin-op conversions really show the power of the Game Boy. Games which once ran on expensive arcade hardware are squeezed into our ace handheld, and they actually improve on the originals.

Three lucky winners will each win all three of these sizzling carts, plus a cool TDK bag to store your Game Boy and a few loose carts, your pens and pencils, your Pokémon card collection – anything you like, really. So what do you need to do to win one of these fab prizes? Amazingly little, actually. Just answer this simple question:

Q: Two of the three TDK Game Boy Color games are coin-op conversions. Which company made the coin-ops? Was it:

A: Sega

B: Marks & Spencer

C: Taito

When you've got the answer (and if you can't think, re-read this page), phone our exclusive competition line and leave your name, address and correct answer when prompted.



Elevator Action revisits the acclaimed Taito machine, with your secret agent infiltrating four much better-looking enemy buildings in a quest to find the secret documents.



Rainbow Islands is an all-time classic, a true platforming gem. Starring Bub and Bob, the magical, mystical marvels from Taito's earlier arcade sensation *Bubble Bobble* now back in human form, the aim of the game is to climb the screens and beat the boss baddies, using rainbow bridges as both platforms and weapons. It's a cutsie classic.



Finally, there's *Extreme Sports with the Berenstain Bears*, a playable if limited multi-event romp for the younger gamer.



GBX TDK COMPETITION LINE

09064 701722

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and closes at midnight on 11th July 2001. The editor's decision is final and no correspondence will be entered into.



Always try to clear as many blocks as possible with a single move - this does the most damage in Challenge Mode or two-player.



Pokemon Puzzle Challenge

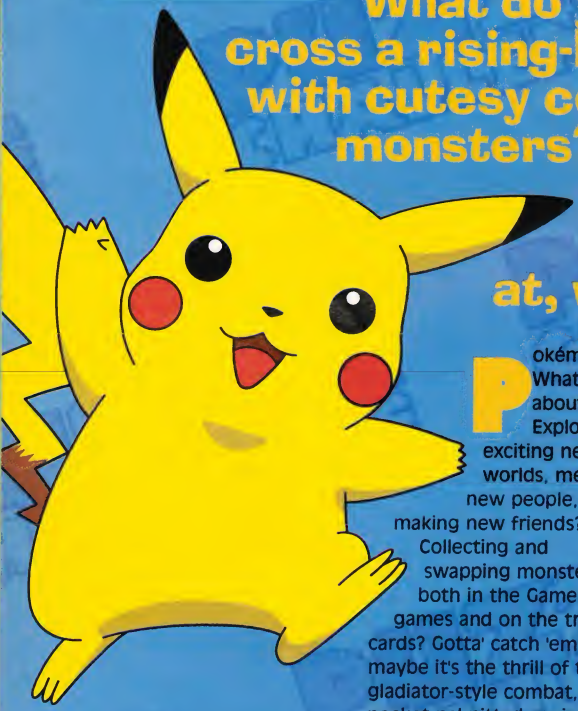


DAMAGE: £24.99
 ON SALE: OUT NOW
 WHO: NINTENDO
 TYPE: PUZZLE GAME
 NO OF PLAYERS: 1-2
 SAVE SYSTEM: BATTERY BACK-UP

What do you get if you cross a rising-block puzzle game with cutesy collectable monsters? Something simple enough for Oli to take a look at, we hope...

Deja Puzzled?

If you think this game looks familiar, perhaps you're thinking of the cheekily-titled *Tetris Attack* on the SNES, which featured Yoshi rather than Pika, but had essentially the same gameplay. Or maybe even the original *Panel de Pon* released in Japan in 1994. That explains why this game's called *Pokémon de Panepon* over there...



Pokémon. What's it all about? Exploring exciting new worlds, meeting new people, making new friends? Collecting and swapping monsters, both in the Game Boy games and on the trading cards? Gotta' catch 'em all! Or maybe it's the thrill of the gladiator-style combat, your pocket pal pitted against

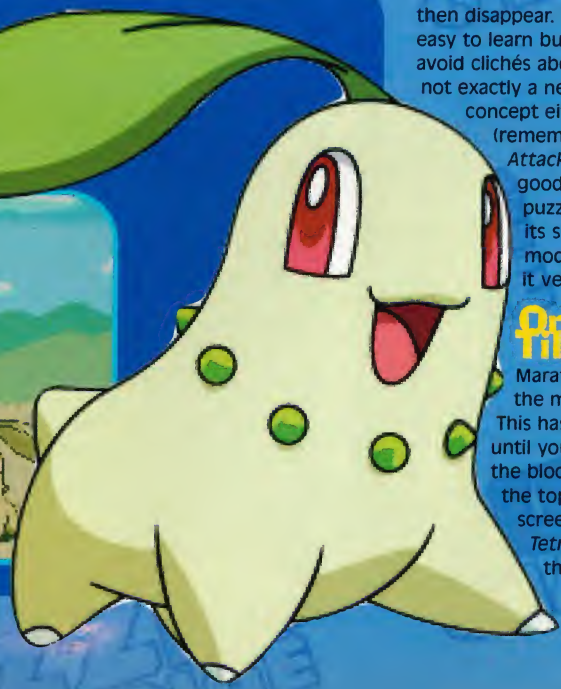
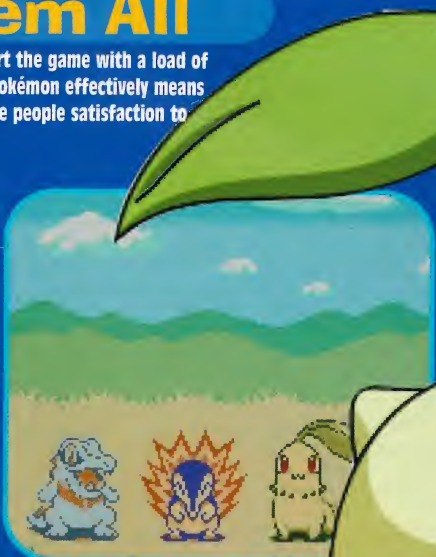
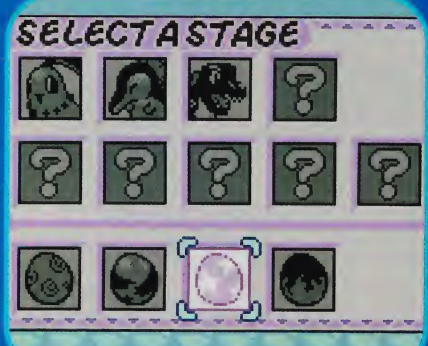
another trainer's predator pet? Of course, the secret of Pokémon's success, the essence of what makes catching 'em all such a blast, is a combination of all these things. Such is the power of Pokémon that Pikachu and pals have crossed over into games very far removed from the RPG collectathons that made them famous. Last year's *Pokémon Pinball* was a blast, and genuinely used the Pokémon theme - you caught and evolved your

monsters by beating table-based tests. Alas, the presence of the Pokémon here is pretty cosmetic, but it's a fun game nonetheless. *Pokémon Puzzle Challenge* is a harmless sliding-block puzzle game, decorated with

the odd Pikachu here or there and a few Gym Leaders if you're really lucky. The game's concept is incredibly simple. Given a load of different-coloured square tiles that move slowly up the screen, you swap left-right pairs of them to form lines of three or more, which then disappear. Naturally it's easy to learn but difficult to avoid clichés about, and it's not exactly a new gameplay concept either

Gotta Hatch 'em All

Well, Pokémon have to feature in it somewhere. You start the game with a load of Pokémon eggs, and these hatch as you progress. More Pokémon effectively means more 'lives' in Challenge Mode, and I'm sure it gives some people satisfaction to know they've 'got' Totodile or Pichu.



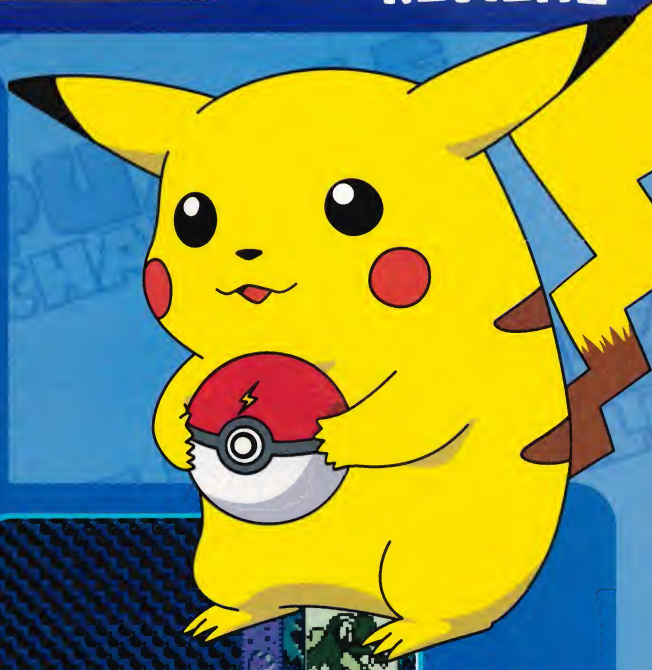
(remember *Tetris Attack*?), but it's a good basis for a puzzle game and its six different modes build on it very nicely.

On the Files...

Marathon Mode is the most basic. This has you playing until you can't stop the blocks reaching the top of the screen, as in *Tetris*. Beyond that there's

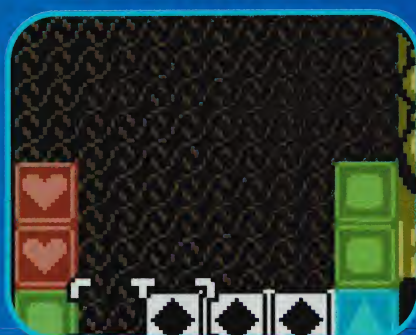


Tiles aren't 'in play' until they're fully revealed, but if you include a part-revealed piece in a line of three, they all disappear as soon as it fully enters the playing area.

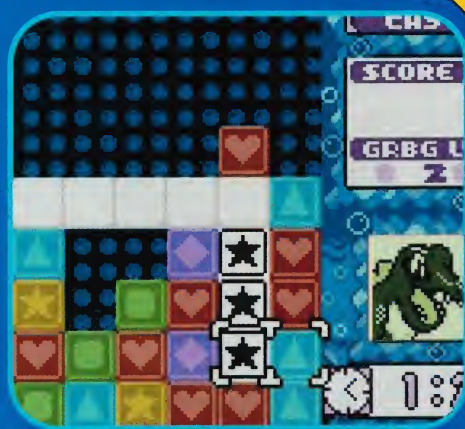


Make the Connection

Be prepared for frantic thumb action if you battle a mate in two-player mode. Laugh as you send rubbish cascading down his screen with a big combo, and howl with rage as he completes a six-block and knocks you out the game. Just don't blame me if you end up throwing your Game Boys at each other...



The more tiles you match at once, the more points you score...



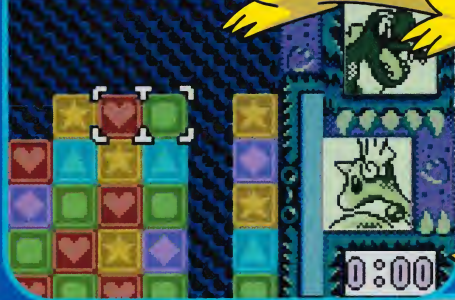
Line Clear Mode, where you have to clear a certain height of blocks, and the played-against-the-clock Time Zone Mode. Things start getting interesting once you get to the Challenge Mode, where you face the Gym Leaders. I guess this concept is based on the idea that people who spend too much time playing with Pokémon must have hated their PE teachers, but anyway it has you playing against an opponent's Pokémon, complete with special attacks and a health bar. To deal damage you must complete combos by clearing more than three blocks at once. This sends 'garbage blocks' falling down your foe's screen. While it gets tough very quickly, it also makes the game more focused, giving you a goal to

aim for and someone to beat, and making it that bit more frantic. In contrast, the game also offers the totally un-frantic Puzzle Mode, which gives you a certain number of swaps to clear a pre-

arranged set of blocks. These levels are intended to make your brain hurt instead of your fingers, and they're infuriating little gits, to be honest. That said, the challenge of clearing a whole screen of blocks with just two moves is strangely compelling, and with over 100 different puzzles, it'll be a long time before you've done 'em all.

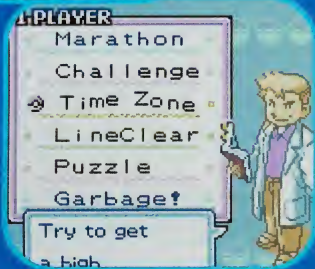
Challenge Accepted...

Add in crisp, colourful graphics and only slightly twee sound effects and music, and you've got a very decent all-round package. The gameplay is more sophisticated than Tetris, making it more satisfying as your skills improve, and yet it's got that essential



Alas, our Pokefriends have little to do in this game...

simplicity that really makes for a good puzzle game. It's games like this that really excel on the GBC, and this is a classy implementation. Every game mode is there, every feature you could want has been put in and the presentation is excellent. So if it's a puzzler you're after and you've played your



1000th game of Tetris and fancy a change, give this a chance - even if you can't stand Pokémon.
Oliver Lan

Can't See a Damn Thing...

If you like the puzzley idea of Pokémon Puzzle Challenge but don't want to play on the small screen, then:
A) Why are you reading a Game Boy mag?
B) You could try Pokémon Puzzle League, out on N64 about the same time as this. Well, if you've got a winning formula, you might as well use it, eh?



Uppers
+ Simple puzzler concepts.
+ Loads of game modes.
+ Puzzle Mode great.

Downers
- bad for Poképhobes.
- Doesn't do much with the Pokémon theme.

Summary
A cracking little puzzler! Great fun, whether you're a Pokémon fan or not.



87%



Take out the invaders on the edges first. This forces them to travel further and therefore descend slower.

Space Invasion



DAMAGE: £14.99
ON SALE: OUT NOW
WHO: ROCKET GAMES
TYPE: SHOOT-'EM-UP
NO OF PLAYERS: 1
SAVE SYSTEM: NONE

Is this a welcome blast from the past, or should we just look back in anger? Ian desperately tries to pretend he's too young to remember the original *Space Invaders*...



Those were the days. Every Friday evening after school, me and my mates would huddle around the coin-op in our local chip shop, blasting away on the latest arcade rave. This was the dawn of coin-op videogaming, where most of the games were in black and white, with coloured strips over the screen giving the impression they weren't. Every level was the same as the previous

one but a little harder, and anything with three frames of animation was considered fluid. It's scary to think this was only 20 years ago... Why am I telling you all this? Well, if you haven't guessed where this game's coming from by its title and the screenshots, you're probably too young to remember *Space Invaders*, the first ever arcade shoot-'em-up. This, erm, 'tribute' to the Taito classic does little to update

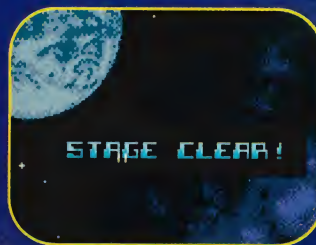
it, but delivers all the retro thrills of the original.

Laser blazing

You control a small craft at the foot of the screen, and can move only left or right. Your task is to blast away at the waves of aliens which stomp across the top of the playing area, gradually getting lower until they land and end your game. Unlike *Space Invaders*, the Game Boy tribute offers more than one formation of foes, and you can opt between Classic Style where the animation's as sparse as it was in the original and Modern Style where they move much more smoothly. Aside from the differing backdrops, though, that's the only update on the

Battle of the Planets

Your battles take you through our solar system and out to the stars. After every ten stages, you move on and the background changes.



Frantic Fighting

As the invaders fall, the remaining aliens speed up. When there's only a few remaining they zip across the screen, forcing you to time your shots accurately.



Check out the crazy new formations...



Shoot the flying saucer (or mushroom) at the top of the screen for extra points.



original's theme.

You'd expect such a simple game to get boring very quickly, but it doesn't. The aliens pick up speed as their numbers diminish, with the action getting more and more frantic as each stage progresses. Having ten levels taking place on each of five planets gives you something to aim for too. The game has one or two flaws. I realise the coin-op's graphics couldn't be used for

legal reasons, but the aliens didn't have to look like a motley collection of mushrooms and bacteria. A further-enhanced Modern Mode with power-ups and bosses would help too, though purists would argue this dilutes the retro action. Overall, *Space Invasion* plays really well; a welcome rave from the grave. And boy, does it take me back. I can almost smell the chips...

Ian Osborne



Uppers

- + Classic arcade action.
- + Gets frantic.
- + Brings back memories.

Downers

- Samey.
- Limited modes.

Summary

The arcade classic from yesteryear still thrills – the style might be dated, but the gameplay wins through.



80%



To defeat the first boss, kick him 'til he flashes, then crouch in the middle so he jumps over you. Repeat that until he's dead meat.

Hiiiiiiiiii-ya!

The literal meaning of karate is empty hand, and it originated from unarmed peasants defending themselves against armed oppressors. Apparently it's all to do with delivering powerful strikes to vulnerable target areas – so don't mess with a karate master or he'll hit you where it hurts...



Karate Joe

Oli pretended he could do karate kicks to get this review, and ended up on his backside. Will this attempt at old-style fighting action do any better?



DAMAGE:£14.99
ON SALE:OUT NOW
WHO:ROCKET GAMES
TYPE:BEAT-'EM-UP
NO OF PLAYERS:1
SAVE SYSTEM:NONE

A Good Way to Go

In classic style, when you die in this game your legs are swept from under you, you bounce up into the air with a rather shocked expression on your face, then you fall off the bottom of the screen. Maybe the whole game's taking place on the edge of a cliff or something...

A new boss now rules the city. His gangs are everywhere, oppressing citizens! So runs the story for *Karate Joe*, and if you think that sounds like an old-skool scenario, just wait 'til you see the gameplay. Yes, *Karate Joe* goes right back to basics with a side-scrolling beat-'em-up in which your task is to be 'dude enough to beat the evil gangs'. While I've no idea what that means, it

certainly involves a lot of punching and kicking, and the hordes of baddies that stream onto the screen give you plenty of targets for your 'dude-ness'. Fighting your way through classic locations such as downtown, car parks and office blocks, you make your way from left to right in the time-honoured fashion, pausing only to pick up the huge yellow stars and odd chunks of diamond that've been carelessly left lying around.

on the Game Boy. That shouldn't necessarily be dissed, as anyone who remembers the old classics will tell you, but it must be said that the gameplay in *KJ* isn't exactly the most sophisticated in the world. With just basic attack moves available, there's not much to do except jump around a bit and hit things, and while simplicity can be a good thing, *Karate Joe* takes 'no frills' to the extreme. Without special moves, power-ups or any kind of password system, it's left looking rather basic. Add in some very dodgy collision detection that lets enemies get right on top of you where you can't hit them, and it looks like *Karate Joe* might be in for the chop.

But it ain't. The gameplay is refreshing in a no-messing kind of way, and it's fun for some completely brain-free action. With a few problems fixed and a few more features to keep your interest it'd be cool at full price, but it's a pretty good budget buy as it is.

Oliver Lan
'If there's one thing I can't stand, it's an overly-camp bad guy', said Joe.



The Coin-op Chop

Karate Joe is vintage arcade stuff, and feels like a blast from the past to play, even

The big guy got angry when Joe asked him if he was in Street Fighter.



Uppers

- + Back-to-basics gameplay.
- + Fun for a while.
- + Value at budget prices.

Downers

- Terrible collision detection
- No saves or passwords.
- A bit too basic.

Summary

Simplicity taken as far as it can go, but a great mindless punch-up.



80%

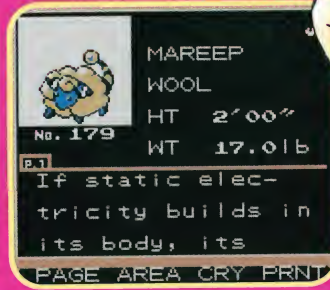


Remember the clock – some Pokémon only appear at certain times of the day, so be prepared to get up early and get catching!



They've Gone Baaaa-rmy

If you thought some of the creatures in Blue and Red were strange, Gold and Silver have a whole range of new, ultra-silly monsters for you to capture. Like Mareep, the electric sheep. So that's how they make electric blankets...



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: NINTENDO
TYPE: RPG
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

POKEMON GOLD & SILVER

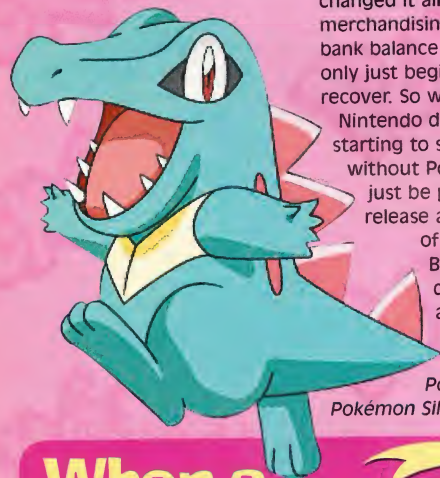
They're back, but is this the Game Boy's finest hour, or just another cash-in from Nintendo? We sent Master Trainer Oli to take a look...

Remember the days before *Pokémon*, when people caught balls instead of monsters and thought Pikachu was a game played by sneezing babies. The cutesy little pests changed it all – children's TV, merchandising, Nintendo's bank balance – and we're only just beginning to recover. So what do Nintendo do, just as we're starting to see that life without Pokémon might just be possible? They release another couple of Pokémon Game Boy games, and damn good ones at that...

Yes, *Pokémon Gold & Silver* are here,

following on from the *Red/Blue/Yellow* versions as naturally as flatulence from a chickpea curry. On first sight you'd be forgiven for thinking the games are the same, only a bit more colourful. Indeed, you begin the game as a young lad from a small village, doing errands for a professor named after a tree. You train Pokémon in the same way, challenge Gym Leaders as you did before and fight Team Rocket all over again. So are *Gold* and *Silver* just rehashes of the originals? No, worry not, 'cause while the similarities are obvious, there are enough new features, new secrets and new Pokémon to make it worthwhile all over again.

Watch it, this is the kind of guy who wears Pokémon underwear...



When a Totodile Loves a Charmander

If you get a male and a female into a daycare centre and leave them a while, and you end up with an egg (and no, I don't know exactly how it works). This is a good way to find Pokémon which are less evolved than some of the basic types from Blue and Red, like Pichu (baby Pikachu) or Igglypuff (a wee Jigglypuff).

EGG
IDNo. ??????
OT/?????

It's making sounds inside. It's going to hatch soon!

Catch 'em All (Again)...

In case you haven't played a *Pokémon* game before, you should realise they're not just cutesy kiddie games. They're full-on Japanese-style RPGs, except with the twist that your party of fighters are the little monsters you carry around with you. We're talking a game with a decent plot, a huge game world, loads of items to collect and a vast



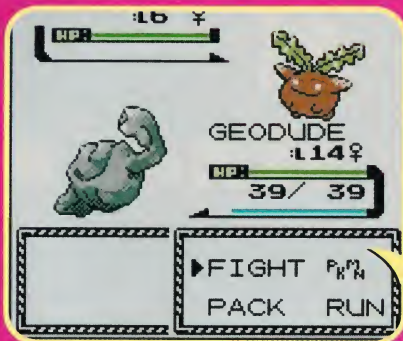
Naturally, there's loads of caves and dungeons to explore.

array of enemies; it's just that in these games you've got to capture your characters before you can level them up. *Pokémon Gold & Silver* build



This place has a mystical quality

Know what I mean, baby?



What other game has a turnip fighting a lump of rock with arms?

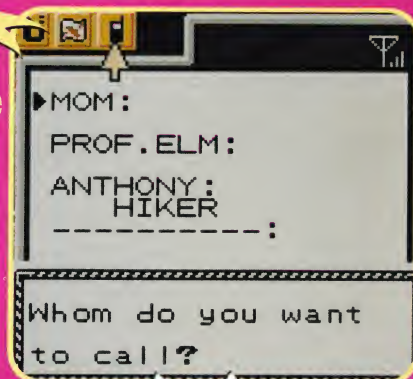


Then there's the real-time clock, which synchronises the game to the time in the real world. If you play at night, it's night in the game, and as different Pokies appear at different times, you're going to have to be flexible with your gameplaying if you want to get them all. In fact, you could consider this a devious way of dragging people even deeper into the game (no, I really must play 24 hours a day!), but it does make the game world feel more alive, and there are lots of nice little touches that work with the in-game clock.

on the role-playing elements with several new features. You're again equipped with a Pokégear, but it now includes a spangly mobile phone (blimey, they're everywhere now), and other useful things like a map and a radio. There's also the ability to equip Pokémon themselves with various items, and of course lots of new special abilities to give them.

Pidgey Phone Home

The mobile phone in your Pokégear gives you access to a range of new features. You can call your mum, who saves some of your money and buys stuff for you to use, you can get hints from the professors and you can even arrange rematches with defeated trainers.



The Next Generation?

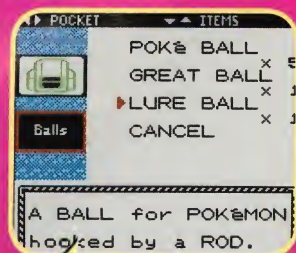
The last big feature to mention is the addition of Poké-families - yes, the damned things can breed, so it's no wonder they're everywhere. I'm not sure how they'll handle this subject in the cartoon series (*Pokémon: The Adult Movie*, anyone?), but in the game you've now got males and females of each type, giving you the chance to get all-new Pokémon if you can find the right combinations (see 'When a Totodile loves a Charmander'). It gives you a whole load of new ways to experiment, and while you can't just create anything (so no Pikaigglypuffs or Squirtasaurs) it's another nice addition to Pokégaming. *Pokémon Gold* and *Silver* are the next evolution of *Pokémon* games. They're not a giant leap forward by any means, but they're the next

step, and there's enough here to make this worth doing. I wouldn't say they're perfect. They can be a bit easy in places, and sometimes the random encounters can be annoying, but they're extremely detailed and well put-together games. I can heartily recommend either or both to all but the most rabid Pokémon haters.

Silver win

Magic Pockets

The item system in *Gold* and *Silver* has been revamped, with your items now sorted into types and stored in different 'pockets'. Guess Pokémon trainers finally discovered combat trousers, then.



A BALL for POKÉMON hooked by a ROD.



XTREME RATING

Uppers

- + Just soooo addictive.
- + Amazingly detailed gameplay.
- + Nifty new features.

Downers

- We've seen it all before.
- A bit easy in places.

Summary

A triumphant return for the pocket monsters. Two more great (albeit near-identical) games.



90%



The more roundabout routes tend to offer the best rewards.



X-MEN: Wolverine's Rage



DAMAGE: £24.99
ON SALE: BUT NOW
WHO: ACTIVISION
TYPE: BEAT-'EM-UP/PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

Surly, bad haircut, long fingernails: despite all these things, Simon's quite sure he isn't a superhero mutant...

So here it is. Everyone's favourite bad-tempered, indestructible superhero in his own game at last. *X-Men: Wolverine's Rage* follows Logan's attempts to

stay indestructible by thwarting the dastardly plans of Deathstrike. In order to do this he has to jump around platforms quite a bit whilst dicing with a few bad guys. Erm, and that's about it. It isn't

exactly the most original game on the shelf, but it's all done extremely well. The graphics are clear and colourful, with a definite comic-book feel and nice smooth scrolling. The music is decent enough too, at least by Game Boy standards, and the controls are simple and responsive.

often), for extra lives and the like, and Wolverine has a special berserker attack which is quite entertaining when you accidentally set it off, but other than that *X-Men: Wolverine's Rage* is a straightforward, solid platform game. It's not stupendously exciting, but it is comfortably good enough to satisfy X-Fans and anyone else who's after a decent platform fighter.

Simon Bradley



Wolverine does his Platoon impression.



Having no feet didn't seem to bother the enemy soldier.

'X' Marks the Spot... The usual array of pick-ups can be found (although not very



Uppers

- + Clean and colourful graphics.
- + Responsive controls.
- + Wolverine!

Downers

- Lacks originality.

Summary

Another solid fighting platform game.



78%



DAMAGE: £24.99
ON SALE (RELEASE DATE): 29TH JUNE
WHO (PUBLISHER): 3DO
TYPE (GENRE): ACTION PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



Don't feel obliged to take on all of the enemies. If they're too much trouble, just run away.

Portal Runner

Simon's used to guiding attractive women to messy deaths, so we thought it only fair to give him another go...

Somewhat surprisingly, *Portal Runner* is actually an offshoot of plastic soldier simulation *Army Men*. This explains the oversized toy levels, but doesn't otherwise seem relevant. *Portal Runner* itself is – wait for it

– a platform game. It is relatively complex for a platform game, mind you, with some unusual level design, a selection of weapons and a fairly wide range of beat-'em-up-style moves available to the main character. However, the

overall impression is that it's a bit cluttered, a bit messy, and it could've been better.

On the Run...

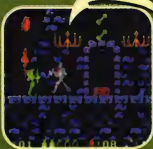
The graphics are nice enough, but the backgrounds tend to be too busy, and it can be difficult to tell which bits of the scenery are actually platforms. Trying to achieve any kind of precision in jumping or fighting is not an easy thing due to the seeming randomness of the moves, and their odd

effects on jump trajectory. You just don't quite feel in control most of the time. The portals provide variety, and the depth of the game is impressive, but the overall feel is a bit muddled.

Simon Bradley



Vikki takes time out for a spot of gambling.



Vikki just can't seem to keep her shots down.



Uppers

- + Frequent changes of scenery.
- + Good range of moves and weapons.

Downers

- Cluttered backgrounds.
- Lack of control.

Summary

A platform game with depth, but at the expense of playability.



59%

Alone In The Dark: THE NEW NIGHTMARE

Jamie isn't scared of the dark, but will this game scare you silly? Read on, but hold your mum's hand as you go...



DAMAGE: £22.99
 ON SALE: BUT NOW
 WHO: INFOGRADES
 TYPE: 3D ACTION ADVENTURE
 NO OF PLAYERS:
 SAVE SYSTEM: ... BATTERY BACK-UP

Edward Carnby is back! Back! BACK! After his time-travelling antics of *Alone in the Dark 2* & *3* (set in times of cowboys and pirates, respectively) he has returned to the US state of Maine to avenge the death of his friend Charles Fiske. *Alone in the Dark: The New Nightmare* has been developed in tandem with the imminent PC version, and contains graphics ported straight to the Game Boy. Our Ed is directed to Shadow Island by fellow adventurer Aline Cedrac. Not long after that,

Edward encounters creatures such as the Night Ripper. Edward has a few tricks up his sleeve, though (well, guns and knives and stuff, anyway), and soon the game becomes as much a struggle to survive as a quest to investigate Charlie's untimely demise. Enter an area occupied by said beasties and the view switches to an isometric one, as Edward attempts to blast his way out. However, life is made a little easier by the fact that keys and other such collectibles twinkle when you get near them (see the On Target tip, though).

Malevolent Monsters

If you've played *Alone in the Dark: The New Nightmare* on another format, you'll recognise most of the monsters, the majority of which survive intact. Frightening, aren't they?

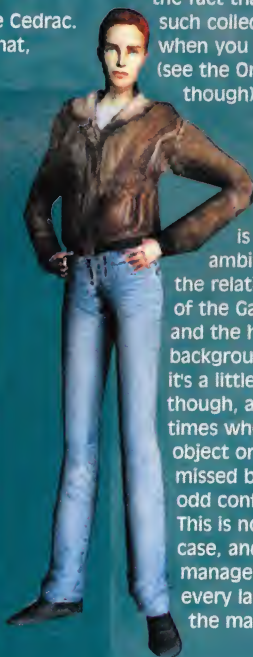


capabilities. Sound is well used too – no twee music, I'm pleased to say, but some very atmospheric distant howls and roars. *Alone in the Dark: The New Nightmare* may not put the frighteners on you, but I'd say this was due to the small

screen size rather than the game itself. Even so, it's definitely a title with which to while away the minutes. Just don't play this alone in the dark – you won't see the screen!
Jamie Wilks



A blood-soaked trail; but where does it lead?



Mess your Trousers

Graphically this is quite an ambitious title, given the relative low resolution of the Game Boy screen and the high detail of the backgrounds. Occasionally it's a little over-ambitious, though, and there are times when an important object or location is missed because of the odd confusion of pixels. This is not always the case, and the game manages to squeeze every last drop out of the machine's graphical

Man on a Mission

Edward Carnby works for a secret agency founded in 1982 by Charles Fiske, a former member of the top-secret bureau 713. Fiske and Carnby are experts in bizarre cases where the supernatural and paranormal play a prominent role. Kinda like Mulder and Scully, then.



Are these the best lighting effects ever seen on the GBX?

XTREME RATING

Uppers

- + Detailed graphics!
- + Atmospheric use of sound.

Downers

- Too much detail at times.
- Slightly pedestrian pace.

Summary

Game Boy graphic adventures are few and far between, and this is a real doozie!



81%



In games where you have to press the buttons as fast as possible, try wetting your finger and rubbing it across them.

TOOTUFF

When the going gets tuff, the tuff get playing, but can Ian get the girl?



DAMAGE: £24.99
ON SALE (RELEASE DATE): BUY NOW
WHO (PUBLISHER): INTERGRAMS
TYPE (GENRE): MINI-GAMES
NO OF PLAYERS: 1-4
SAVE SYSTEM: PASSWORD

Tootuff and three of his mates trashed a picture of Nadia, the prettiest girl in the school, and – well I won't spoil all your surprises, but if you can find someone who bets against you collecting

the picture pieces, grab him and hold onto him. *Tootuff* is described as 'Mario Party meets *South Park*'. It has the variety of Mario's party piece, with more than 20 'non-standard minigames'

including Hole in the Sky, Turd Wars, Pool Exposure and Skirt-Lifting, but despite these titles, it ain't as crude as *South Park*.

Tuff Enuff?

You can play against your buddies without the aid of a link cable, which is neat. You take it in turns to play, with up to three friends in the Board Game Mode, a sort of story adventure tying the mini-games into a plot. Failing that, just have a quick blast at a sub-game of your choice.

The sub-games are entertaining enough, though a little too tuff at times (ouch!), though the board game used to tie them together is plain boring. You spend half the game watching while the other characters take their turn, and even longer if your mates are playing too. Shame!
Ian Osborne



When the shaking crosshairs turn to red, shoot the teacher in the head (poetry in motion)...



Uppers

+ Some mini-games fun.

Downers

- Board game boring.
- Some games too hard.

Summary

The mini-games work, but the game as a whole does not.



59%



DAMAGE: £24.99
ON SALE (RELEASE DATE): JUNE 2001
WHO (PUBLISHER): ACTIVISION
TYPE (GENRE): PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



Make sure you swing over the bad guys to save all the hassle of having to fight them. You'll find the earlier levels a lot easier this way.

SPIDER-MAN 2: The Sinister Six

There's no flies on John, or Spider-Man's trousers, but what about the game?



Poor Aunt May. One minute she's having a nice kip in front of the fire, the next minute her front door is kicked in and she's abducted by some

headcases. Peter Parker returns home to find that not only is his Auntie not there to make his dinner, but he'll have to pop down to B&Q the next morning to buy a new front door.

your way through the levels. It's particularly fun to swing across the gaps, and you do feel like you're the genuine article. The graphics are true to the cartoon, and Spidey's slick movement round the levels is easy with a good set of controls. Combat-wise, Spider-Man can kick and punch and can also wrap up his foes with webs, which makes giving them a good thumping a heck of a lot easier.

Sinister Six is a decent game, but it's not brilliant. The levels don't offer a great deal of variety, and crawling up to the baddies and kicking them isn't the most exciting form of combat. Nonetheless, if you're fed up with surfing the net and fancy an alternative form of web action, you shouldn't be too disappointed with this title.
John Hogarty

Spider-Man was surprised to hear he was banned from Alton Towers after that fateful day...

World-Wide Webbing
So, kitted out as his alter-ego, Spider-Man, our hero has to battle against different villains and save the day. You crawl, jump, swing, kick and punch

The office life never suited Spidey



Uppers

+ Graphics true to the cartoons.
+ Swinging along is good fun.

Downers

- Gameplay unexciting.
- Offers nothing new.
- Soon becomes tedious.

Summary

Not a bad game, but it ain't going to set the world alight. One for Spider-fans only, perhaps...



68%



You can beat the first two bosses by hiding in the bottom-right corner and firing left.

RAINBOW ISLANDS



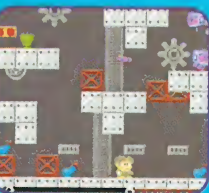
Mario's no longer the only dungaree dude in a platformer; Taito's very own rainbow warriors now cast a colourful crescent over the Game Boy. Ian rides the magical arch...



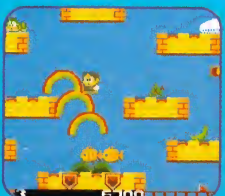
DAMAGE: £19.99
ON SALE: OUT NOW
WHO: TDK MEDIACTIVE
TYPE: PLATFORM GAME
NO OF PLAYERS: J
SAVE SYSTEM: NONE

All hail the Game Boy Color! When *Rainbow Islands* first hit the arcades, it wowed with its bright visuals, jangling tunes and superbly-simple gameplay. Now TDK has brought it to our fave handheld, and bar a couple of flaws, it's a near-perfect interpretation of the coin-op.

Yep, *Rainbow Islands* really shows what the Game Boy Color can do. The game sees you tackling six islands, each with its own theme. There's no exploration involved here – your task is to make your way onwards and upwards, grabbing the treasure at the top of each level and tacking the big, bad boss at the end of the island. You haven't a hefty arsenal at your disposal – just your rainbow shots which take out enemies and power-ups to give speed or double rainbows. The rainbows linger for a while after you've fired them, so you can use them as bridges or stepping stones to platforms just out of your



Doh's Island is based on the game *Arkanoid*, Taito's *Breakout* clone.



Use rainbows one after another to reach dizzy new heights...

The Rainbow Archipelagos

Each of the game's six islands has a theme. These are:

- 1: Insect Island
- 2: Combat Island
- 3: Monster Island
- 4: Toy Island
- 5: Doh's Island
- 6: Robot Island

However scary some of these sound, rest assured they're all wonderfully fluffy.



jumping range. The beauty of *Rainbow Islands* is its simplicity. There are no distractions, and you know exactly what's expected of you – just get to the top. The levels are tightly constructed and never sprawl, but not so narrow they feel restrictive, and the combination of the platform layout and enemy attack routes tests the player to just the right degree. You can

usually see trouble coming a mile off, though avoiding it is another matter entirely. This means when you falter, the blame lies squarely with you...

Hit & Miss?

...Unless you're the victim of weak collision detection, one of the game's few flaws. It usually works to your advantage, letting you fire off a rainbow and take out a

creature you should've missed completely. In boss fights, however, they sometimes do the same to you. This isn't a disaster, but it's certainly unwarranted, as is the complete lack of a password system or battery back-up. Unless you have an Action Replay Xtreme, which can take snapshots of the game at any point, there's no way of saving at all. They let you tackle the islands in any order, but this is scant compensation for not doing it properly.

Rainbow Islands is one of the best platformers released this year. Its weak collision detection and lack of save facilities cost it the illustrious Xtreme Seal of Approval award, but it's still well worth the asking price.

Ian Osborne

Who's Afraid of the Big, Bad Boss?

At the end of each island, you get to grapple with the geezer who's in charge. They are, of course, themed to match their little kingdoms. This Insect Island is ruled by a giant spider, Combat Island by a toy helicopter gunship and Monster Island by a vampire that looks like it was kicked out of Castlevania for being too cute.



Uppers

- + Wonderfully cute.
- + Good, clean fun.
- + Brilliant conversion.

Downers

- Weak collision detection.
- No save system.

Summary

A brilliant game that's only a couple of flaws short of winning our coveted Xtreme Seal of Approval.



88%

THE KIT BAG

Goodies galore in our marvellous monthly round-up of toys, videos and gadgets...



SkipDoctor

Ever put on your favourite CD, only to find the best tracks jump and skip? Don't throw it away – check out the *SkipDoctor* from Digital Innovations.

It may look like a hi-tech weapon from a low-budget sci-fi movie, but it's actually a rather nifty CD repairer. Slip in your damaged CD, spray it with water (honest) and turn the handle. The *SkipDoctor* resurfaces the disc, removing abrasions, light-to-medium scratches and marks caused by dust or sticky fingers. It can't help with heavy scratches, warped CDs and damage to the label side, though. Best of all, it works on videogame CDs and DVD movies as well as music CDs.

The *SkipDoctor* is available from Game, Electronics Boutique, Dixons, PC World and elsewhere. At £29.99, you only have to save three audio discs, two DVDs or a single game to make buying it worthwhile.



Pokemon Volumes 5 and 6

COMPETITION

Gotta' watch 'em all! The Pokémon cartoon series has taken Saturday-morning TV by storm, and now you can own six more episodes on video! *Volume 5: Thundershock* features the episodes *Mystery at the Lighthouse*, *Electric Shock Showdown* and *Battle Aboard the St Anne*, with a bonus feature, the full-length *Pokérap*, exclusive to this video release. *Volume 6: Seaside Pikachu* features the episodes *Pokémon Shipwreck*, *Island of the Giant Pokémon* and *Tentacool and Tentacruel*. The two new Pokémon videos are in the shops now, and set you back a mere £9.99 each, but we've got five copies of each to give away! If you want to stand a chance of winning both volumes, just answer this simple question:

Q: What's a baby Pikachu called?

A: Snorflex

B: Emma Bunton

C: Pichu

Leave your answer, along with your name and address, on the *Pokémon Volumes 5 & 6* Hotline number offered elsewhere on these pages.



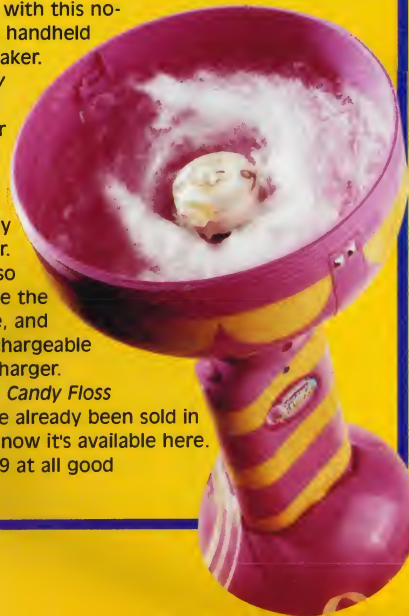
Candy Floss Machine

Fun and easy to use, you can make every day a holiday at the funfair with this no-fuss, portable handheld candy floss maker.

Use the *Candy Floss Machine* to create your own delicious candy floss in 30 seconds flat, using only ordinary sugar.

It's portable, so you can create the fun anywhere, and includes a rechargeable battery and charger.

Over a million *Candy Floss Machines* have already been sold in America, and now it's available here. It costs £29.99 at all good toyshops.



Pokemon the Movie 2000

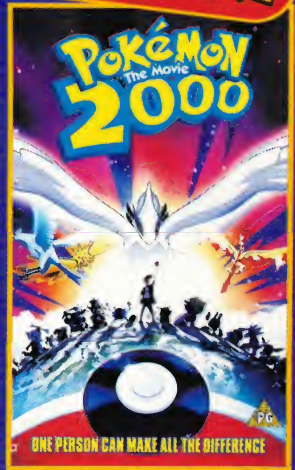
COMPETITION

Ash and chums are back in an all-new feature-length cartoon film. *Pokémon the Movie 2000* sees young Mr Ketchum doing more than catchin' 'em all – he's out to save the world! Prophetic events start throwing the Pokémon universe horribly out of balance, threatening all life on Earth. The only one who stands a chance of stopping it is young trainer Ash Ketchum. It takes all his strength and courage to be the trainer he is destined to be as he sets out in the greatest Pokémon adventure yet. *Pokémon the Movie 2000* is in the shops now, priced £14.99 for the video and £15.99 for the DVD. There's a special edition Pikachu trading card thrown in too. GBX has teamed up with Warner Bros Home Video to bring you a great competition – five copies of *Pokémon the Movie 2000* must be won! To be in with a chance, just answer this simple question:

Q: Which of these weird-looking creatures is not a Pokémon?

- A: Pikachu**
- B: Squirtle**
- C: John Prescott**

Leave your answer, along with your name and address, on the *Pokémon the Movie 2000* Hotline number offered elsewhere on these pages.



Josh & Adam

COMPETITION

TV Boy

There's two new dudes in the *Betty Spaghetti* series. *Josh and Adam* are coming your way, as fast as their pencil-thin legs can carry them. The beauty of the *Betty Spaghetti* toys is that you can remove their limbs and swap 'em around, creating a new figure every day. Imagine Betty herself with Josh's head and Adam's legs! They're real cool customers too, with trendy clothes, surfboards, skateboards and other accessories.

Josh and Adam costs £9.99 for the two, but we've got five sets to give away. And you don't need to tear yourself limb from limb to win 'em. Instead, just answer this simple question:

Q: Josh and Adam are part of which toy series?

- A: Transformers**
- B: Action Man**
- C: Betty Spaghetti**

Leave your answer, along with your name and address, on the *Josh and Adam* Competition Hotline number offered elsewhere on these pages.



Whatever next? It may look like a cheap PlayStation controller, but the *TV Boy* is in fact a complete games console, with 127 games already installed! Titles such as *Pacmania*, *King Kong*, *F1 Race* and *Invaders* will ring bells with all videogames freaks over 30. These are games from the old Atari 2600 console, albeit under different names. The quality ranges from great to dire, but let's face it – with the entire console costing the same as a single Atari cart did in its late '70s heyday, you're getting a lot for your money. Pity it only functions on a SCART-equipped TVs, though. The *TV Boy* costs £29.95, and can be ordered through www.firebox.com or on the phone, 0870 241 4289.



COMPETITION HOTLINES

Want to enter our cool competitions? Ring one of the following Competition Hotlines, leaving your name and address and the correct answer.

- Josh & Adam Competition **09064 701722**
- Pokémon Vols 5 & 6 Competition **09064 774478**
- Pokémon The Movie 2000 Competition **09064 774478**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and closes at midnight on 11th July 2001. The editor's decision is final and no correspondence will be entered into.

Datel makes some of the hottest gadgets ever to hit the Game Boy, and we're out to grab a piece of the action! Let's check out their latest codes, commodities and clever creations...

From cheat code carts to e-mail engines, from rumble packs to a Game Boy Color emulator for your PS2, Datel has the power to boost your Game Boy gaming beyond measure. This month and every month, we take an in-depth look at one of Datel's hottest peripherals, as well as bringing you hot competitions, sizzling news and, best of all, a fistful of codes for the Action Replay Xtreme, the greatest cheat cart ever to grace a handheld. But what can the Xtreme do for you? Time we took a sneak peek at the Code Junkies' most cunning creation...

A PIECE OF

Action Replay Xtreme

Ever had one of those days? You've reached the final boss in your favourite blaster, but try as you might, you can't separate the baddie from his breath, conquer his kingdom and sit back to watch the end sequence. Every time you try, you die – simple as that.

What do you do? Throw your Game Boy at the wall in frustration? Naah, too expensive. Get Sakura to blow his brains out? Nope – she's far too busy fighting evil and writing for this mag, thank you very much. Snoop

around for a cheat? Well that's an option, but not every game has built-in cheats. The only near-certain way of beating that impossible baddie is to get hold of an Action Replay Xtreme and hack your way through the game! The Action Replay Xtreme is the latest and most comprehensive in a long line

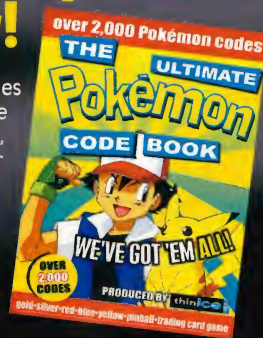
of Datel cheat carts. With it you can tilt the balance in your favour by gifting yourself infinite ammo, time, lives, health, special weapons and more. Anything you might run out of in the course of a game, the ARX can blast wide open. The cart has over 3,000 built-in cheats for the latest and greatest Game Boy games. With new games hitting the shelves all the time, the ARX must go out of date pretty quick, right? WRONG! Look at the page opposite – you can enter any or all of these sizzling codes into your Game Boy Xtreme and even save them for later use. And

if that's not all, the cunning cart lets you build your own codes using the machine's easy-to-use Code Generator. With the cable and software supplied, you can even connect your Game Boy to the Internet and swap codes with users all over the world, or use the infra-red link to exchange cheats with a gamer standing next to you. Last, but not least, using the ARX's cool snapshot facility you can save any game at any point, picking up where you left off whenever you like. Just the job if you play on the bus and your stop's coming, or for games with stupidly-long passwords.



The Only Way to Catch Mew!

The Action Replay Xtreme comes packaged with an exclusive Pokémon Code Book, offering codes for Pokémon Red, Blue, Yellow, Gold, Silver, Pinball and Trading Card Game. With the help of this handy hints book you can beef up your monsters, max out on items and even catch a Pokémon of your choice simply by tapping in a code. INCLUDING MEW! That's right – with the Game Boy Xtreme you can catch the elusive 151st Pokémon. In fact, as you'll never find anyone mug enough to swap it and Nintendo's Pokémon roadshows have ended, the Game Boy Xtreme is your ONLY chance of catching Mew!



Code Junkies!

Action Replay on the web...

www.codejunkies.com

Another hot source of cheat codes for Dattel's sizzling Action Replay cart is the Code Junkies web site (www.codejunkies.com). Here you'll find cheats for all the latest Game Boy releases, and also for Dattel cheat carts on other consoles, such as the PS2, Dreamcast, N64 and PlayStation.

Using the site couldn't be simpler. Just head for the Game Boy section, type the name of your into the search window and hit the 'go' button – those cheeky cheats are soon yours! Alternatively, you can browse a list of games and pick out those in your collection. There's more to Code Junkies than just tips. You can check out the latest Game Boy Xtreme team, and even take advantage of some sizzling

special offers if you buy online. There are some great gadgets here, often at reduced prices, and they're only a mouse-click away. If you're after something for nothing, try entering one of the hot competitions, and if

you've something to say (keep it clean!) there's a top discussion forum as well as opinion polls where you can cast your vote on one of videogaming's current controversies. Technical help is

offered for all Dattel products, and if you need a break from gaming, check out the weird web links for some freaky sites – some of them are hilarious!



THE ACTION

Instant Replay! Dynamic Dattel Action Replay codes for the latest and greatest Game Boy games...

ELEVATOR ACTION

Health
9105FBCB
Infinite Lives
9103facb
Pick Up One Document To Have All
91003cd8
91003dd8
Always Have a Given Weapon
91xx8bcb
91xx8ccb
Replace xx with one of the following...
00 pistol
01 machine gun
02 shotgun
03 grenades

BUFFY THE VAMPIRE SLAYER



Infinite Stamina
013F4DC7
Vampires Have No Stamina
0100DFC7

CHAMPIONSHIP MOTOCROSS 2001

Lots of Points
91FF4DC9

MICRO MACHINES V3

Infinite Lives
010314CC

Stop Timer
0100DAC7
0100DDC7

AUSTIN POWERS: OH BEHAVE!



Max Score (Platform)
019940DE
019941DE
019942DE
019943DE
Max Score (Maze)
019910DB
019911DB
019912DB
Infinite Lives (Maze)
010758DA
Infinite Lives (Platform)
010944DE

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!



Infinite Lives (Maze)
010756DA
Infinite Evil (Kin)
012840D4
012855D4
Infinite Lives (Kin)
0109c0d5

THE MUMMY

Infinite Health
920AE8D2

THE GRINCH

Collect One Present to Finish Level
01013BDD
Have Infinite Time
012832C0

SAN FRANCISCO RUSH 2049



Infinite Time
9163F7C2
Start on Third Lap
9103E8C2
Always Place First
9101EAC2

SABRINA THE TEENAGE WITCH - ZAPPED

Infinite Lives
01632ACA
Infinite Health
0104FCC9
All Friends Rescued
0100FBC9

TOCA WORLD TOURING CARS

Lap Modifier
9103D6CE (three lap Race)

ARMY MEN: AIR COMBAT

Infinite Health
0128CAC2
0128DBFF

ARMY MEN 2

Infinite Health
013C3DCE

ROBOT WARS

Infinite Health
913B9DC2

TONY HAWK'S PRO SKATER 2

Max Score
01637FC2
016380C2
016381C2
Stop Timer
0163D2C6
Max Cash
01FF62C5
01FF63C5

TOM AND JERRY: MOUSE HUNT

Infinite Time
910A9EC2
No Score CPU
91012EC9
x30 Score for P1
911E2FC9

CHICKEN RUN

Infinite chicken Feed
9104D0C1

DINOSAUR



Enable Code (Must Be On)
Codes can only be activated during the game action areas
0102A4D3

Infinite Health Flowers
016237D3

DEADLY SKIES

Infinite Missiles
910583CD

BATMAN: CHAOS IN GOTHAM

Infinite Lives
9103E4C3

INSPECTOR GADGET



Infinite Health
0110C5CA
Infinite Lives
0103C4CA
Have 99 Gadget Points
0163C3CA
Have Infinite Gadget Power
01FF48CC

ACTION MAN - SEARCH FOR BASE X

Infinite Lives
9103C8C7
Infinite Health
9106C7C7

ROAD CHAMPS BXS STUNT BIKING

Stop Timer
910452CC



RETURN FIRE...

Time to bite the bullet and let us know what you think. Is GBX everything you want from a Game Boy magazine? D'ya like the free video? Any handheld happenings getting up your nose? I'm armed and ready, and I'm firing some great prizes your way. Every letter printed wins a Code Junkies T-shirt, and the Star Letter bags a Datel World Port too, so give it your best shot!

Role-Playing?

Hey Sakura, I've been checking out the games coming to the Game Boy Advance. What a pile of - no, I won't say it, but I'm very disappointed. I mean, how many RPGs do we need? It seems every other cart's a role-player. Where are the ace blasters? Where's the next-



アイリス	665/357
ビクウ	HP LV20 18 3733
モコ	115/115 78/78
スライム	HP LV30 1289/289
さいわつ	HP LV30 1289/289
いんげん	HP LV30 1289/289
オウゴン	58/58 124/124
ちんぷん	HP LV30 1289/289
イガ	44/44 70/70



イナンナ
「中央の女性...彼女は
ラーヌクルスの騎士のようです。」

gen machine's answer to *R-Type*, *Metal Gear Solid* and *Wings of Fury*? I like a good platformer or driver as much as the next man, but it's blasters I really want. And as for RPGs - you can stick 'em where the sun doesn't shine.

R. Supward, Tonbridge, Kent

Sakura says: Hey, take it easy, big guy! When it comes to blasters I'm the babe with the bullets, and I'm tellin' ya to watch out for Crawfish's new first-person shooter! Imagine deathmatching with four buddies using the Advance's link cable...



The reason there's so many RPGs blastin' their way onto the Advance is because the Japanese love 'em, and with the machine in action first over there, the earliest games to take their positions are inevitably those the Japs want. Check out GBX's power previews over the next few months to see how the blastin' scene's shapin' up. And hopefully some we'll get some role-players too. Not everyone hates 'em as much as you, ya know...

star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

Woman of the World

Dear Sakura,
Where were you born? Are you Japanese? How old are you, and have you got a boyfriend?
H.N. Gee, London

Sakura says: I'm a woman of the world, mate - I've no idea where I was born. My earliest memories are of refugee evacuations, bombed cities and moonlight escapes. When I was about three, I was found in the middle of a wasted desert island along with a

dozen other kids. Some of the older ones have since told me they remember being abducted by strange beings in weird, circular aircraft, or of flashing lights flying away from the island when we were left there. Darned if I can remember a thing about it - guess they could be kiddin'. All I know is the Yanks helicoptered us back to civilisation and we were brought up in a secret location known only to senior UN officials. So now ya know as much as I do!

Oh, my age is mid-twenties (I'm not even sure about that). No, I don't have a boyfriend, but no, you're not in with a chance.



Pika-Who?

Dear Sakura,
I've drawn you a picture of a new Pokémon I invented. I call him Pikawoo, and he is a friend of Pikachu. What do you think of him?
Andrea Matthews, Birmingham

Sakura says:
Hey, I love him! Nintendo should give you a job. And you must tell me where he bought that kewl hat...



Fire off those e-mails! With a Datel World Port, you can send and receive electronic messages by connecting your Game Boy to the phone. And not just to other World Port users either - you can send

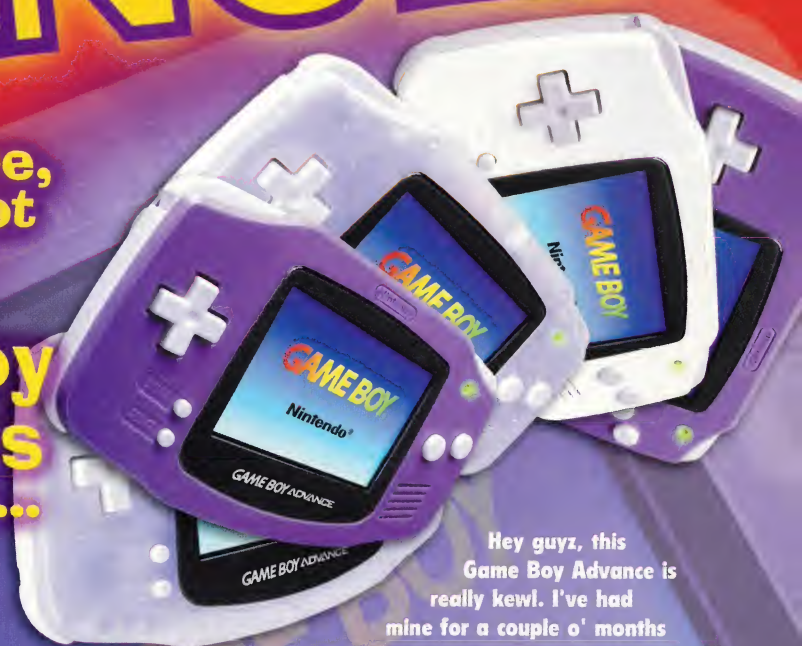
to and receive from anyone with an e-mail account. To stand a chance of winning a World Port or a Code Junkies T-shirt (state XL or M), send your letters, art and spare ammo clips to:
Sakura, GBX Magazine, Beacon Place, Opal Way, Stone, Staffordshire ST15 0SS
or e-mail on
sakura@gbxtreme.co.uk

GRAB AN ADVANCE!

COMPETITION



Sakura's here, and she's got **FIVE** Game Boy Advances to give away...



Hey guz, this Game Boy Advance is really kewl. I've had mine for a couple o' months now, having tracked one down in

the Land of the Rising Sun, and I wouldn't be without it. You want one too? 'Course ya do! While I was runnin' the gauntlet of stampedin' games freaks in downtown Tokyo, I grabbed a few spare machines for you dudes. Ain't I kind to ya?

To stand a chance of winnin' one of these five fine consoles, ya don' haveta battle the evil hordes of the Emperor of Zorg. Ya don' haveta challenge Cron the Gortulan to a mind-moving contest (you should see that guy ~ he's a scream). You don' even haveta queue up outside a top Tokyo games store then get squashed flat against the doors at opening time like I did. All you haveta do is answer this simple question:

• Which of the following games appears on the Game Boy Advance?

A: Hopscotch

B: International Tiddlywinks Challenge

C: F-Zero: Maximum Velocity

When you've got the answer (and it shouldn't take you long to work out), phone our exclusive competition line and leave your name, address and correct answer when prompted.

Sakura

GBA competition line:

09064 70 17 21

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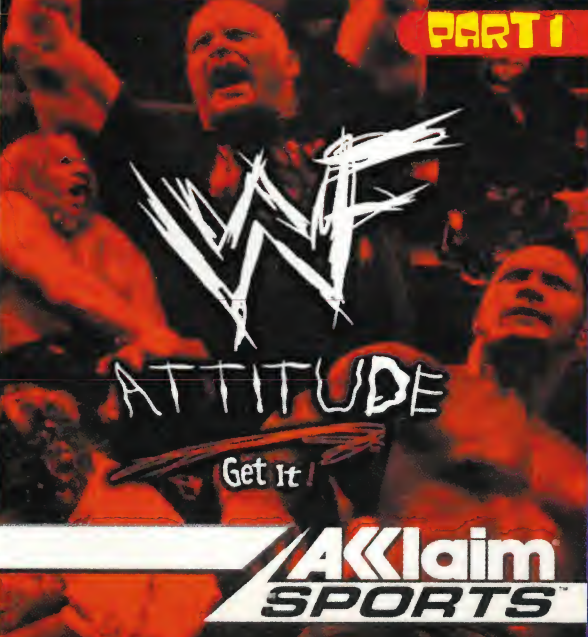
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PART 1

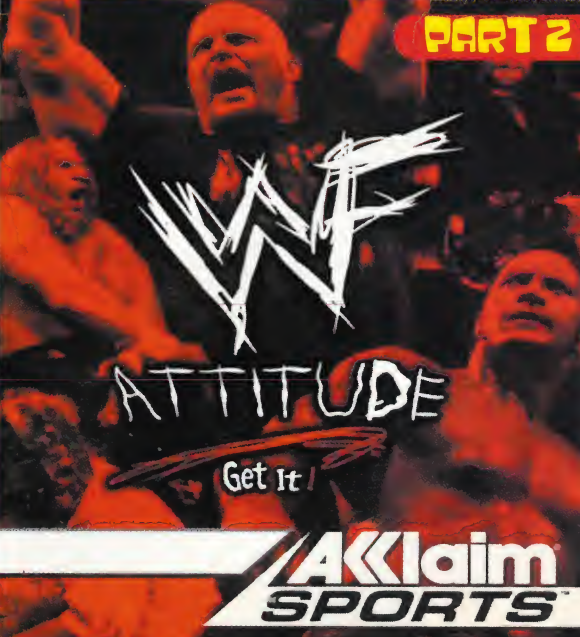
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XTREME solutions



POKÉMON GOLD & SILVER

Gotta catch 'em all!



Having trouble catching 'em all? Can't fight your way through the fabled lands of Johto? Never fear - the Game Boy Xtreme team proudly present the first part of our exclusive solution to *Pokemon Gold and Silver*. What are you waiting for? Get those Pokeballs rollin'...



A little timely advice before we start. Always talk to Pokémon trainers you fight, as many of them want to exchange phone numbers, or might offer you advice on where to catch rare monsters. Also, this is a 'bare bones' walkthrough - we couldn't possibly point out every feature, collectable and item in the game. When exploring a new town, always go to the shop, take on wandering trainers to improve your experience and improve your Pokémon however you can. Making straight for the next gym throughout the game is a good way of losing badly. Also, the Pokémon trainers you fight don't always field their monsters in the same order. The guides give the probable order of fights, but don't be too surprised if they don't field their team in the exact order we offer. Right, on with the story. First things first. Prof Oak's overslept, and asks you to input the time. Make sure you do this correctly, as some of the puzzles are time-sensitive. After his lecture, you begin in New Bark Town. Leave your room and, when asked, tell your mum what day it is - she hands over your Pokégear. Leave the house and move

left. The large building is Prof Elm's lab - he asks you to do him a favour in return for a Pokémon. You also see someone spying on you through the window...



Picking your Pokemon

You have three pocket monsters to choose from.

Chikorita: Grass

This Pokémon offers the hardest route early on, but acquits itself well in the second half of the game.

Totodile: Water

This is a good all-round Pokémon with no serious weaknesses.

Cyndaquil: Fire

This popular pet is ideal for the first part of the game, but struggles later on.

Elm gives you your Pokémon and tells you to contact him if you ever need his help. Move along Route 29, gathering items and stinging people for info. The building leading north is not used until later, so ignore it.

A character called Tuscany is here, just south of the start of Route 46, but only on Tuesdays and only after you have the Zephyr Badge. She gives you a Pink Bow that powers up the normal attacks of the Pokémon holding it. Soon you reach Cherrygrove City. Talk to the old man at the entrance. He shows you around Cherrygrove, and if you answer 'yes' to his question, gives you a map. Take the time to heal your pet and move north out of town. You arrive at a fork in the road. In the house nearby is a man

that will trade you an Onix. Move along the right fork and you reach a building – inside Prof Oak gives you a Pokédex and an egg.

As soon as you leave the building you get a call from Elm about a Pokémon being stolen. Head to his lab, and at the entrance to Cherrygrove, you meet your rival, the guy you saw spying on the lab earlier. He's also the Pokémon thief!



RIVAL: BATTLE ONE

If you chose Chikorita, he has Cyndaquil. If you picked Totodile, he has Chikorita. If yours is Cyndaquil, he stole Totodile. This battle is not meant to be easy, so fight well. Winning is not essential, so get used to your Pokémon in this battle.

Whether you win or lose, you must now go back to Professor Elm's lab and talk to the police – you get to name your rival. When the cop leaves, Prof Elm examines the egg Prof Oak gave you and you're given five Pokéballs.

Make your way back through Cherrygrove to the fork in the path, fighting trainers and building your strength as you go. This time take the left fork. Follow it north, enter Violet City and make your way to its northern end to Sprout Tower. By all

means explore the city too, but it's the tower that's ultimately important. Go inside and fight your way to the top. Now you're fitter, go for the Violet Gym. You see your rival lose against the Gym Leader. He storms off, leaving you to challenge him.



Falkner: Zephyr Badge

Your only potential problem against Pidgey is if you chose Chikorita, he's weak against flying-type Pokémon. You should still do well if he's well trained, but you might have to toughen him up and return.

Pidgeotto is a little more difficult than Pidgey, but it shouldn't be too much of a problem if you have a well balanced team. Use Sentret if you can. Depending on whether you're playing Gold or Silver, you can have either Ledyba or Spinarak.

The first badge is yours!

Prof Oak calls and sends you on an errand to Pokémon Centre. When there one of Elm's minions gives you an egg which hatches in around 2000 to 3000 steps. Go west of Violet City and you find a tree-like Pokémon blocking your route. Instead, go south into the Ruins of Alph. By solving the Kabuto puzzle you unlock another floor of the ruins, and enter an area where you can catch Unowns. There are 26 types of Unown in all, one for each letter of the alphabet. When you have 'em all, go back to the lab and use the machine in the corner. You can type in the Unown font, and print your material on a GB printer.

A checkpoint leads east to Route 32 – fight trainers on the way. Near the Pokémon Centre a geezer tries to take you for \$1 million, but you don't have enough (quelle surprise).



SECRET!

If you go to the Pokémon Centre on Fridays, there's a girl called Frieda just north of the centre. She gives you a Poison Barb that raises a Pokémon's Poison Attack.

Go into the Union Cave, and fight the trainers inside to strengthen your team. You can't do much here now – to fully explore the cave, you need Surf and Strength. The battles fought to train your squad are time well spent, though.

SECRET!

When you have Surf, come back to the Union Cave on a Friday to catch a Lapras. You can keep coming back (on Fridays) and catch as many as you like.



Leave the cave and hit Route 33, where you fight Hiker Anthony. Get his phone number and he supplies you with info on rare Pokémon later in the game. In Azalea Town there's a strange man blocking your way to Slowpoke. Talk to Kurt and he scares him off. The strange guy is a member of the new, reformed Team Rocket. When you enter Slowpoke, Kurt is injured leaving you to fight the other Team Rocket members alone. Beat 'em and return

to Kurt's house, where he gives you a Lure Ball, which improves your chances of catching Pokémon while fishing.

In the Azalea Town gym you fight bug-type monsters as you battle your way to the Gym Leader, Bugsy. After you defeat Bugsy and claim your second badge, go to the Pokémon Centre and save your game. You're about to meet your rival once more.

Go north and through the house that takes you to the Ilex Forest. Here you find a boy who's lost his Farfetch'd. Find it and return it to him and his father gives you HM01, Cut. Cut the shrubs and carry on north. You meet someone who gives you TM02, Headbutt, which lets you nut certain trees to shake the Pokémon out of them. This is the only way to get Aipom, Heracross and Pineco (Pineco is in this area). You reach Goldenrod City. Its shop is a gold mine! If you're playing on a Game Boy Color, a girl appears near some stairs. Talk to her to activate the Mystery Gift function. Now you can trade items with your friends and get 'Watts' from the Pokémon Pikachu 2 device through the Game Boy Color's IR-device. For every 999 Watts, you get a Rare Candy.

The Gym here sees you fighting Normal-type Pokémon, and its leader is Whitney. This gym favours Normal-type Pokémon, especially the leader, who owns an extremely powerful Miltank.

Bugsy: Hive Badge

Her Level 14 Metapod is dead easy to topple. Use one of your weakest Pokémon to gain some easy levels. Her Level 14 Kakuna isn't particularly tough either. Again, give your weaker monsters a go to build them up. Finally, her Scyther (Level 16) is more of a challenge. If you chose Cyndaquil, Scyther's a cinch. Any other type of Pokémon strong against Bug-types fights well, too.



RIVAL: BATTLE TWO

His Gastly, Level 12: Easy if you have a Normal Pokémon with an attack that isn't Normal-type. Gastly is unable to attack Normal-type Pokémon, and vice versa.

Zubat, Level 14: Easy - the only attack to look out for is Leech Life, which drains HP from you to restore its own health. The final monster you face is a Croconaw, Bayleef or a Quilava.

Croconaw, Lv 16: If your Rival has Croconaw, it has Watergun. This is his only significant attack. Never use Cyndaquil here. Use a Grass Pokémon if you can.

Bayleef, Lv 16: If your Rival has a Bayleef, watch out for its Razor Leaf attack! It has a great chance of getting a critical hit, which can be very painful, considering critical attacks do 1.5 times the damage.

Quilava, Lv 16: Nothing much to worry about here. Quilava shouldn't be problem at all for you.

Whitney: Plain Badge

When facing her Clefairy, beware of its Metronome attack. Fast, hard-hitting monsters like Rattata or Raticate work well. Her Miltank has a strange attack that makes your Pokémon go dizzy and miss its strikes. Speed is once more of the essence here.

Get your goodies from the Gym Leader and move north into the National Park. Here you can fight a number of trainers. Bring 'em on – you need the experience at this stage in the game. Take the time to build your Pokémon, adding to your roster and strengthening your monsters. Time spent here pays dividends later on. There's a Bug-Catching Contest held on Tuesdays, Thursdays and Saturdays. You must catch the rarest Bug-type Pokémon you can to win the Sun Stone, which you need to evolve Sunkern into Sunflora and Gloom into Bellossom. In the town's north-east house a woman hands you an item called Squirtle Water. Remember that tree-like Pokémon you saw earlier? Now you can beat and capture it! Make sure you catch the critter, as it's a rare one. Go north-west to the next town, and find the man who trades you his Krabby for your Shellder – another notch on your Pokédex! Find the trainer east of where

Usokki was and prise the TM08 from his vice-like grip. This is Rock Smash, and it allows you to break the rocks, trapping the Legendary Cats. Upstairs in the shop you can splash out on TM02, which lets you shake trees. You can find all sorts of Pokémon this way. Now it's time to explore the gym, which specialises in Ghost Pokémon. Take on all adversaries, building your team to around Level 35 before tackling the leader. Go in unprepared and you won't stand a ghost of a chance (ouch!).

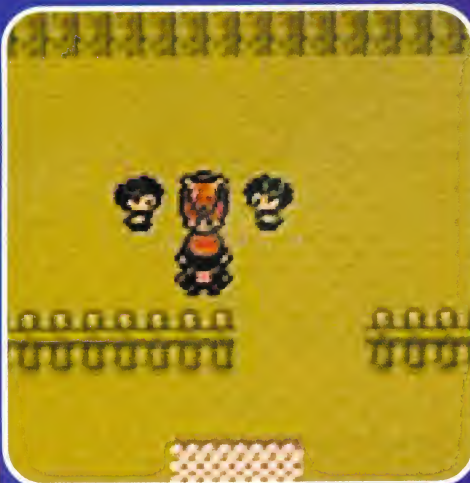


Morty: Fog Badge

Morty's Gastly is the easiest Pokémon in her collection, but remember not to use a Normal-type attack, as it won't work. Fire and Water strikes hit hardest. Both Haunters and Gengar use an attack so powerful it hurts them as well as you. No prizes for guessing who's hurt the most, though. It leaves a curse that hurts you every time you attack. Again, fire and water work well. Gengar fights in roughly the same way as a Haunter, but is more powerful still.

When you've finally beaten the Gym, go to a house found in the north of the town. There are trainers here, and they use Eevee evolutions, including two new ones. Beat 'em all and you're given HM03, Surf. Remember the Union Cave we told you about earlier? Now you can go back and fully explore it – if you want to, of course.

Now find MooMoo Farm. Here there's a sick Miltank. Look for a plant next to the town – this gives a fruit that heals Miltank, though it takes around six or seven of them. Now the farmer gives you Milk (heals Pokémon's HP) and his wife offers you a HM. Move on to the next town, Olivine City. The Gym here is completely empty except for the guy standing by the statue at the entrance. Heal your Pokémon at the Pokémon Centre and go to the house in the south-west corner, where you're given HM04, Strength. Equip Strength and Surf on your Pokémon, and surf south, fighting trainers and building your strength. When you reach the small town Cianwood City, find the Gym in its south. Fight the two trainers, and then you come to a maze with boulders blocking your way. Move the left and right boulders up, then move the middle boulder left. After one more tussle with a trainer, you reach the Gym Leader...



Chuck: Storm Badge

There are two Pokémon you must fight in this battle. For the Primeape, use a bird-type Pokémon. A Raticate works well too. When battling the Poliwrath, a Noctowl is recommended.



After your Gym battles are over, go south to a house. There's a bloke inside who gives you Medicine. Go back to the fifth Gym and get HM02, Fly, from the house next to it. Go up the lighthouse and give the Medicine to the Gym Leader at the top. She heals her sick Pokémon and returns, to fight you for the Steel Badge.

Jasmine: Mineral Badge

Watch out for her Magnemites. They have a mean Sonic Boom which is dangerous even to Pokémon that are strong against it. Use a Geodude or Graveler if you have them. Her last monster is another strong Pokémon with powerful attacks. Make sure you have a Rock, Ground or Fast Pokémon to counter its skills.

Now go East and through the Route Change House. Your money is stolen. Go north on the grassy path, avoiding several large fees for using the other roads. When you reach the Lake of Rage, fight the monster splashing about in it – it's a Gyarados! Catch it. You only get one chance, so don't knock it out by accident. Leave the lake and see the Dragon Trainer, Lance, waiting to speak to you. He leads you to a shop in the town where the Ghost Gym is located. He then sends you into a rocky secret passageway, where you must fight several Team Rocket trainers. When you reunite with Lance he heals your Pokémon before leaving once more. Fight more Rockets, and talk to them all when you win. You eventually get a Second-Level Keycard, allowing you to reach the next floor.

When you get to the second level, open the door and take on the trainer. Beat him and he gives you the Keycard for the first level. Go up, and with Lance, you take on two Rocket trainers. Lance takes on the bloke, and you fight a girl who may seem familiar. Who is she? After the fights, defeat the Electrodes to allow Lance to shut down the generator, then your buddy gives you HM06, Whirlpool Remover. Now it's time to make your way to the Ice Gym. The leader is hard to find here, so follow these directions. When you first enter the Gym, move to the far left of the left statue. Go up, up, right, down, left, up and finally right. You reach the gym leader...

Pryce: Ice Badge

The Seel is a weak Pokémon – just blast it with an electrical attack and see it off in record time. The Dewgong is not much better, and suffers the same weakness to electrical attacks as Seel. Finally, there's Piloswine. This malevolent monster is strong but slow. It relies heavily on Ice moves. Fight it with a Water Pokémon such as Marill.



Now you've got your Ice Badge, you get a phone call bringing you some shocking news. Remember where you fought with Miltank for your third badge? Well, that town's been over-run by Team Rocket. Fly to the city and go to the building with the Jigglypuff in it. Fight your way up the tower and tackle the geezer at the top. Now go outside and into the underground tunnel. If you go in with a spare slot in your inventory, someone gives you an Eevee. How generous! Go right – the door here

was once locked, but you can soon open it with the key you get from the person you beat on top of the tower. Be ready to battle your rival, who's armed with a final evolution of his starting Pokémon. After more Rocket trainers, you have to fiddle with some switches to cross to the elevator. Beat the babe then move up. You can now open the once-locked door in Team Rocket's tower.

On the third floor defeat the remaining Rockets and then return to the seventh town. Move right and duke it out with some more trainers. You can catch a Marill here. Enter the cave and face the ice maze. The first is the only really tricky one – stand on the area right below the ice. Now, go up, left, up, right, up, right, down, left, up, left, down, right, down, right, up, right.

After the maze, move right for a Pokéball. You can also find HM07, Waterfall Climbing, which you can later use to teach Goldeen. Go to the next floor and use Strength to move the boulders and get out. The tunnel leads to the eighth town, Blackthorn City. There's a character here that can remove unwanted Pokémon moves; look out for him. This can prove a useful service throughout the game. You can also tackle the Dragon Gym here, once more using Strength to get rid of the boulders blocking your way to the Gym Leader.



Clair: Raging Badge

The leader of the Dragon Gym has some impressive Pokémon. The Dragonair isn't one of them – if you got the Piloswine from the ice cave you can just freeze it to death. This battle is followed by a similar scrap with another Dragonair, then it's time to mix it with a Kingdra. Use Electric and Ice attacks to bring it down. Her final Pokémon is another Dragonair, but this one's a bit more powerful than the others. Watch out for the Hyper Beam attack, as well as Dragon Rage. Leave the Thunder alone, but concentrate on Ice attacks instead.

After you win she says she has no badge for you. Take a Pokémon that can surf and one that can remove whirlpools and surf behind the gym. Go for the Pokéballs and she shows, giving you the badge. You can also use the HM07 from the Ice Cavern to climb the waterfalls here. Now it's time to track down Ho-oh or Luiga...



Ho-oh

Fly to the town with the Ghost Gym (Ecruteak City) and go to its northern extreme. If you're playing Pokémon Gold, you got the Rainbow Wing by driving Team Rocket out of the Radio Tower – make sure you have it handy, as it gives access to Ho-oh's tower. Players of Pokémon Silver don't find it until much later in the game, in Pewter City. Bear this in mind and return when you have it.

Enter the house and go upstairs. After a short puzzle, you find Ho-oh flying around at the top. **SAVE YOUR GAME!** You only get one chance to fight this beauty, so if you fail, you'll have to reload your saved position if you want to try again. Ho-oh is strong and can heal itself, so this fight is not an easy one. Rock attacks work best, followed by Electric, Water and Ice. He hits hard, so accuracy-reducing techniques like Flash are a must. Reduce it to a very small amount of HP and then throw in Great Balls and Ultra Balls until it's yours.

Luiga

With the Whirlpool technique and also Strength, Waterfall and Surf, you can explore the Whirl Islands along Route 41. Players of Pokémon Silver also have the Silver Wing, earned by driving Team Rocket out of the Radio Tower. This summons Luiga. Go to the north-eastern of the four islands. In the first cave, leave it using the ladder in the top-right corner and follow the ridge south and down the next ladder. Grab the item ball and surf to the cave mouth. **SAVE THE GAME** before going into the cave to Luiga's chamber. Fight Luiga in exactly the same way as Ho-oh - see above for your tactics. After catching it, explore the rest of the caverns for items. Note: Pokémon Gold players only get the Silver Wing in Pewter City much later on.

When you finally bag your bird, fly off the roof back to your home town. Go to the Professor's lab and heal your monsters. Now leave and surf east to the coastal area with the cave. Catching a Goldeen and teaching it HM07 is a good idea - go up the waterfalls. Move north through the cave until you get to a house. The girl inside heals your Pokémon. Carry on north, taking out other trainers, and soon you're on Victory Road, which is virtually encounter-free. Here you get the chance to catch Donphan for the first time. Make sure you do - it's cool. You're soon up against the Orange League trainers. Here's a run-down on what they use to fight:



Trainer 1: Will

His penguin Pokémon, Xatu, uses ice and psychic attacks. Make sure you field a Pokémon who's strong against these assaults. Ho-oh's Gust works well.

The Water/Psychic Pokémon Slowbro is slow (quelle surprise) but strong. A bit like Zangief in Street Fighter 2. Use an Electric Pokémon against it and fry it good. Next follows another Xatu; use the same tactic as before. After this, you face a Jynx, another Psychic/Ice Pokémon. It's got such a weak defence you can take it out with pretty-much anything.

Finally, there's the Exeggutor, a Grass/Psychic Pokémon. Fire Blast it with a Hooh and watch it burn.

Trainer 2: Koga

Hope your Ho-oh/Luiga's well – it's ideal against Koga's Araidos, which is vulnerable to any Fire or Flying attacks. The next battle, against Venomoth, uses powerful Psychic attacks and is also tailor-made for a Hooh.

Give your Ho-oh/Luiga a rest when you face Muk, a Poison Pokémon. Instead, use a Water or Normal-type monster like Raticate. For the battle with a Crobat you need something that's strong against Flying and Poison attacks, and the Water-type Forretress needs a touch Pokémon to get through his defence. Your starting Pokémon is cool, as long as you didn't pick the Fire-type monster, which is useless against this Water Pokémon.

Trainer 3: Bruno

The Hitmontop, who fights on his head, is vulnerable to bird-like Pokémon like Ho-oh or Lugia. Hitmonchan has a mean punch, and uses elemental punches, so there's no easy choice of Pokémon to use against it. Try a bird again.

The Hitmonlee uses various kicking attacks. It's not too tough – this is a good chance to use your Togetic and build it up.

The Machop has a high attack power, but next to no defence. A fast Pokémon, maybe a bird, takes it out in seconds. Finally, the Onix is vulnerable to Water and Grass-type Pokémon.

Trainer 4: Karen

Your first battle is against an Umbreon; don't use Normal or Grass monsters, but just about everything else works. The Vileplume is a Grass-type Pokémon that's vulnerable to just about any bird. Use Fly a lot.

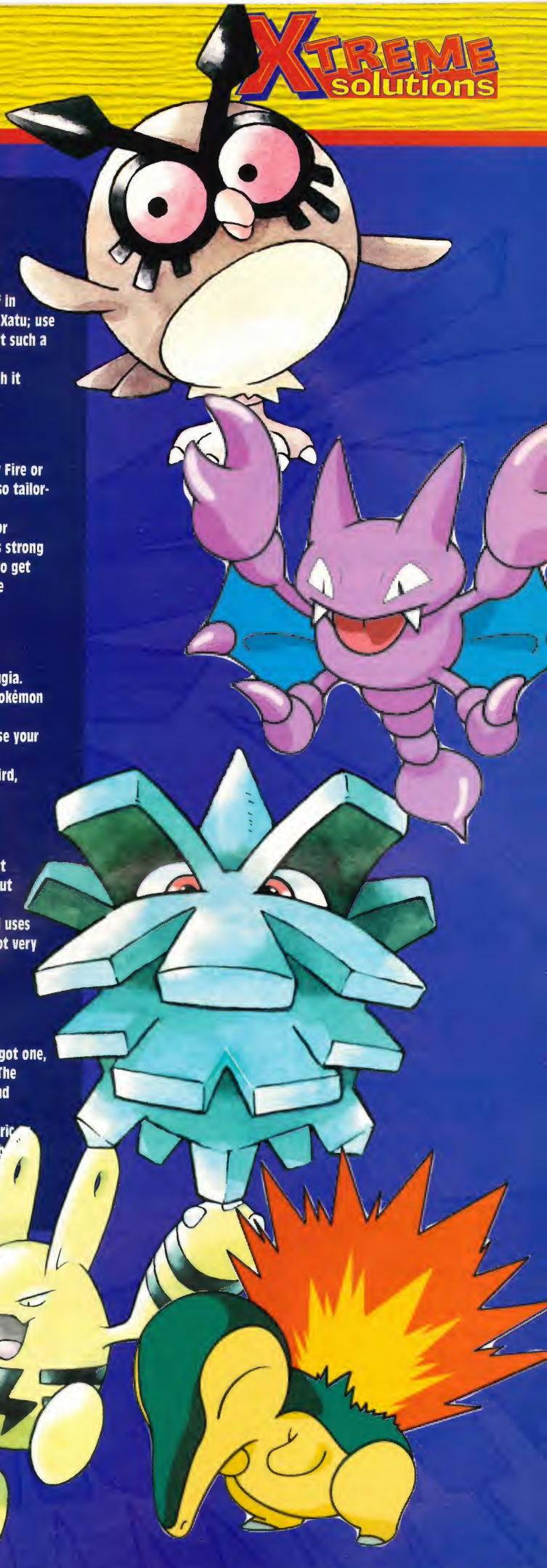
The Gengar you face here is much harder than the one you fought at the Ghost Gym. It still uses Curse, though. Strong, fast monsters are needed for this fight. The Murkrow is fast, but not very strong. Fire, Electric and Ice-type Pokémon work well. Finally, the Houndoom is an evil Fire Pokémon with a lot of strong attacks. Use a Water warrior against it.

Final Trainer: Lance

Use an Electric Pokémon against the final trainer's first monster, a Cyrados. If you haven't got one, use slashing and biting attacks. This takes time, but it works. The Dragonite isn't so easy. The trainer now follows up with three of them, and they're all pretty strong. Use Ice attacks and slashes to bring it down.

The Aerodactyl is a strong and useful fighter, and has a Hyperbeam attack. Use Water, Electric, Ice attacks to bring it down to Earth. Finally, you're up against a Charizard. He has a Hyperbeam too, and also Fire attacks. Work quickly and use a Water Pokémon.

As the last trainer is defeated, an excited news reporter arrives and asks for an interview. Lance takes you through to the next room and inducts you into the Hall of Fame while she paces back and forth moaning about your lack of co-operation. The credits roll, and the end screen appears. You've completed the game – or have you? In fact, you're only half way through! Save your game and stay tuned for the final part of our *Pokémon Silver and Gold* solution, next month...





ON THE SHELVES

Our monthly round-up of almost every game on the Game Boy Color scene...

I've played more Game Boy games than any man, woman or monster on this planet. Y'see, even an action-packed lifestyle like mine has its dull points. When you're holed up in a trench waiting for the enemy to make their move, or hiding out in some alien spacecraft infiltrating the Galactic Emperor's stronghold, ya need yer Game Boy Color to keep you

company. Some games thrilled – I got so engrossed I was almost killed for real. Others were about as much fun as being shot at. To separate the on-target shots from the abandoned shell cases, I've put together a briefin' on which carts are combat-ready and which should be dishonorably discharged. Pay attention – ya don't wanna waste your dough on a dud.

1,2,3... >

102 Dalmations: Puppies to the Rescue69%
Great graphics, hollow design – typical Disney platformer...

3D Pocket Pool89%
The best ball-'n'-baize game on the GB yet – bar none! Real class.

72038%
The skateboard sim's 45° perspective makes it awkward.

A >

Action Man58%
Weak controls and an average game. Takes time to get into.

Aliens: Thanatos Encounter . . .37%
Tedious top-down blaster destroyed by disastrous flaws.

Alfred's Adventure86%
Platformer with lots to do but little to see. Great fun, though...

Alice in Wonderland65%
Another dated platformer. Disney must try harder.

All-Star Baseball 200075%
Interesting baseball sim. Not an ideal sport to convert, though.

All-Star Baseball 200175%
Another baseball sim. Updated rosters, if anyone cares.

All-Star Tennis 200081%
Not a bad game of tennis, but not as good as Mario's marvel.

Animorphs45%
Dreadful RPG, a poor man's Pokémon without the good bits.

Antz78%
Okayish platformer. Fun, but derivative.

Antz Racing68%
Great graphics, but it's difficult to anticipate the corners properly.

Armorines: Project SWARM . .60%
Awkward blaster. Would have been good if it weren't so clumsy.

Army Men76%
Little green men and their little brown foes. Fun shoot-'em-up.

Army Men 282%
More polished than the original, but aiming is awkward at times.

Army Men: Air Combat80%
Micro version of *Desert Strike*? It plays really well too!

Army Men: Sarge's Heroes . .55%
What went wrong? Boring, limited and an insult to *Army Men*.

Asteroids80%
Fine update of the Atari classic. A real cool customer.

Austin Powers: Oh Behave . .30%
A terrible collection of gimmicks with next to no gameplay.

Austin Powers: Welcome to my Underground Lair22%
Almost the same as *Oh Behave*, but somehow even worse.

Azure Dreams69%
An old PSX RPG comes to the GBC – not a bad effort either.

B >

Babe and Friends68%
A weird sheep-herding puzzle game that doesn't quite come off.

Backgammon79%
It's backgammon. On the Game Boy. No more, no less. So there.

Ballistic80%
If you can get your head round the rules, this puzzler isn't bad.

Barbie Fashion Games65%
More of a toy than a game, but not at all bad. Honest!

Barbie: Ocean Discovery . . .60%
A collection of simple mini-games for the younger gamer.

Bass Masters Classic52%
Nothing particularly classic about this fishy angling sim.

Batman: Chaos in Gotham . .35%
Sad and sorry Batman offering with stupid gameplay flaws.

Batman of the Future: ROTJ90%
Sizzling scrolling fighter. Not too tough, but great fun.

Battleship70%
Game Boy version of the classic pen-and-paper game.

Battletanx38%
Incredibly weak shooter. Drive to enemy, blast until it dies, repeat...

Billy Bob's Huntin' & Fishin' .60%
Play a southern redneck in this wild frontier sim. Interesting...

Black Bass Lure Fishing . . .45%
Another dud game based on the world's most boring sport.

Blade89%
Attractive, colourful and dynamic, but a little too short.

Blaster Master: Enemy Below 67%
Strange drive-and-walk platformer that doesn't really gel. Poor visuals too.

Boarder Zone73%
Simplistic snowboarding sim with poor graphics but OK playability.

Bob the Builder68%
It's for the kids, but not a bad game. Toddlers only, though...

Bubble Bobble Classic90%

Riveting retro action with Bub and Bob. A genuine classic!

Buffy the Vampire Slayer . .80%
High-kickin' high jinks with the vampire-hunting vixen. Cool.

Bugs and Lola70%
Not the Looney Tunes series' finest hour, but not a bad game.

Bugs Bunny in Crazy Castle 3 73%
Interesting puzzle platformer, but betrays its B&W roots.

Bugs Bunny in Crazy Castle 4 78%
Graphics much improved, but essentially more of the same.

Bust-a-Move 479%
Dreadful graphics, but great puzzlin' fun.

Bust-a-Move Millennium . . .20%
Where did they go wrong? This is ugly, awkward and smeg.

Buzz Lightyear of Star Command33%
Shoddy and basic *Toy Story* cartoon spin-off. A pile of pants.

C >

Caesar's Palace 227%
A completely pointless casino sim. Don't take a gamble on it.

Cannon Fodder97%
A scorching shooter. Original, attractive and funny – fantastic!

Carl Lewis Athletics91%

The best multi-eventer yet. A real gold medal winner...

Carmageddon35%
Awkward, irritating driver with abysmal controls. Give it a miss...

Casper80%
This adventure game for kids will appeal to the kid in us all.

Catwoman40%
Dodgy action game. You'd have more fun with a ball of string.

Catz/Dogz43%
This *Tamagotchi*-type toy gets very boring very quickly.

Centipede60%
The original's cool, but this shoddy conversion wins no friends.

Championship Motocross 2001 Featuring Ricky Carmichael . .80%
Good racing and enemy AI, but the tracks are too long.

Chase HQ Secret Police70%
Average conversion of race-'n'-chase coin-op. Weak visuals.

Chessmaster, The89%
Really great chess sim only let down by the lack of modes.

Chicken Run83%
Stealth and puzzle-solving in this escape-'em-up. *Feather Gear Solid*?

Conker's Pocket Tales80%
Interesting arcade adventure that gets better as it goes on.

Construction Zone19%
A lousy effort – so workmanlike its jeans hang over its bottom.

FALL OUT!

Well, hope ya liked the first ish of Game Boy Xtreme. The hot Game Boy action isn't over yet. Next month we're back with more of the same, including another hot video episode of Action GBX!

ACTION GBX!

Check out the second fun-fueled video episode of Action GBX, featuring more pre-views, reviews and hot tips for your fave Game Boy games!



**ISSUE TWO
ON SALE:
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ZELDA RETURNS!

Zelda's back, with two brand-new games! Mystical Seed of Power and Mystical Seed of Wisdom link together using a unique password system, forming the most epic adventure yet. Read all about it next issue!

LADY SIA

She's a crude dude with attitude, and she's coming to the Advance. Find out about this battling fantasy platform game in next month's GBX...

MARIO KART ADVANCE

Another SNES classic comes to the Advance, but will it be enhanced? Will the four-player mode let you use a single cartridge? Is it better than Konami Krazy Racers? Will the battle mode be there? For answers to all these and more, check out next month's ish.



CRAWFISH SPEAKS!

Crawfish Interactive is one of the most successful Game Boy developers of all time, and they've got a brace of Advance games on the way. We pay them a visit and check out just what they've got in store...



KEEP YOUR COINS

The power of the Game Boy is so incredible, games which only a few years ago needed an expensive arcade cabinet to run can be converted to our fave handheld. We take a look at the coin-op conversion phenomenon, and how the handheld versions sometimes improve on the originals...



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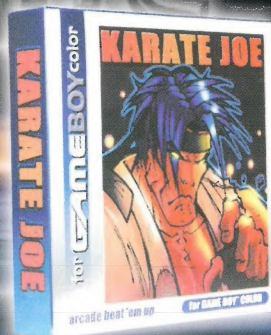
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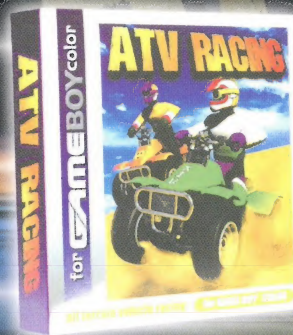
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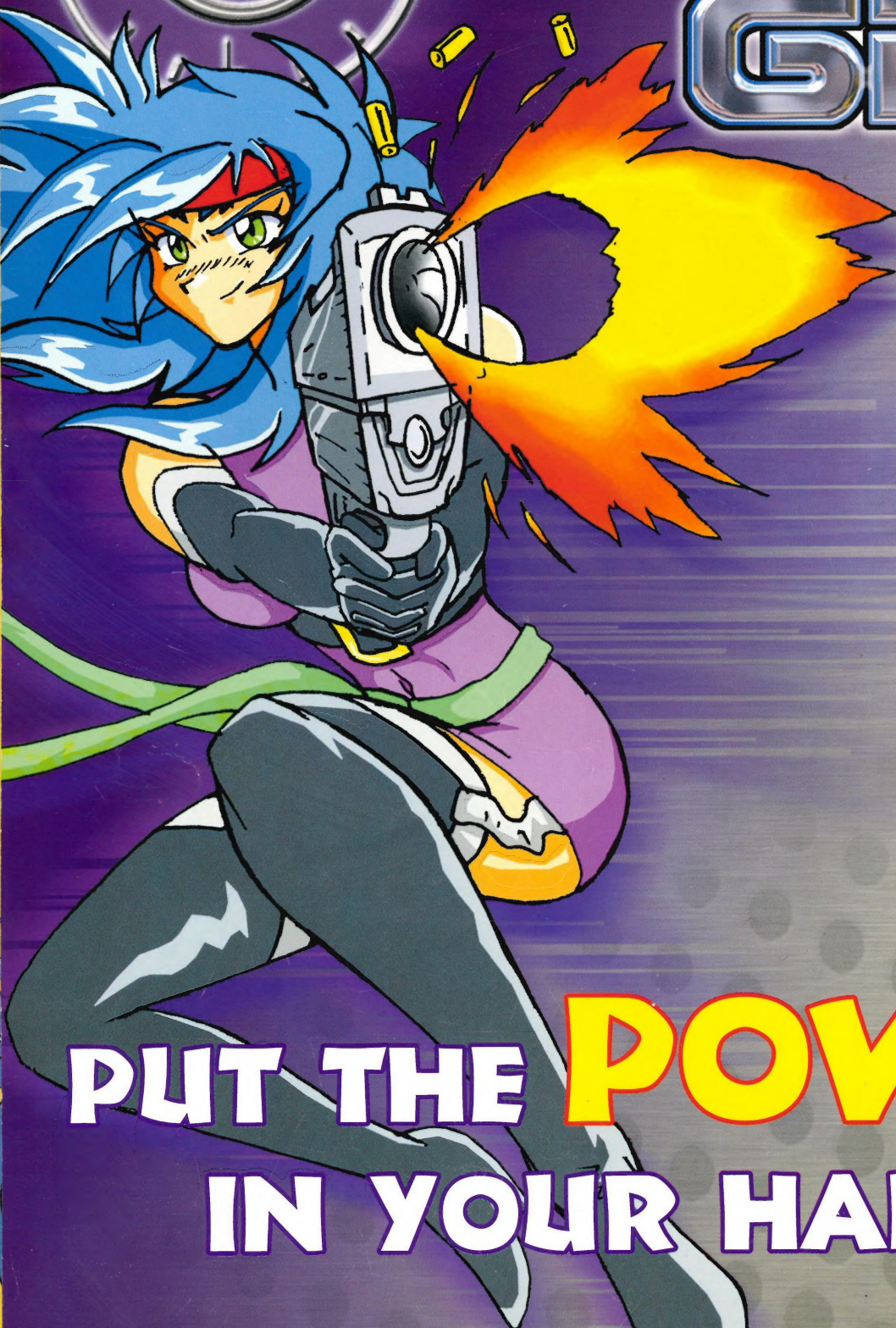
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